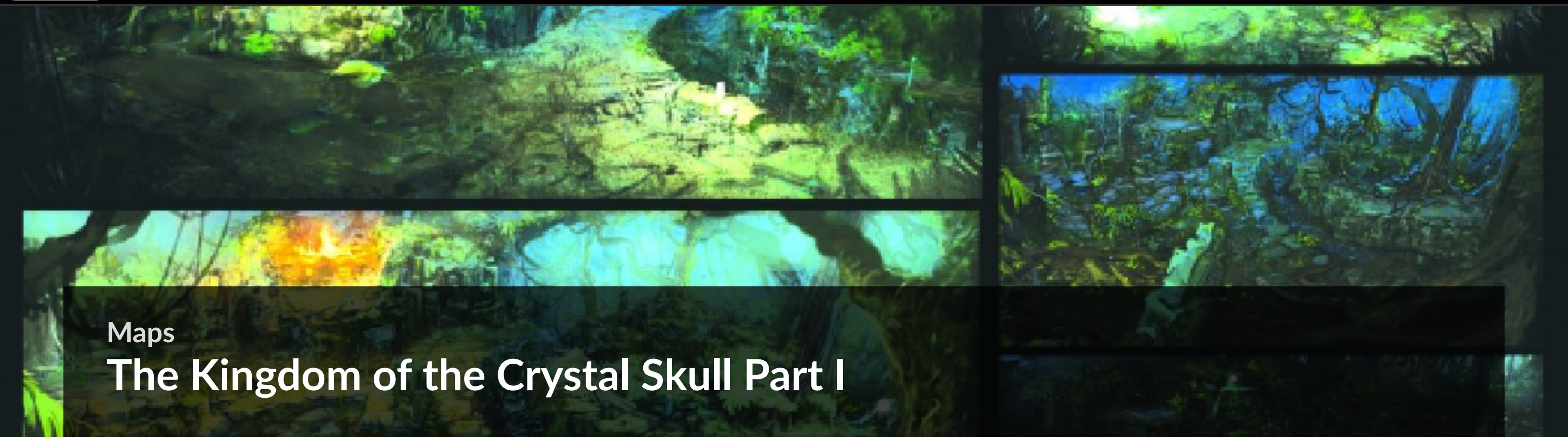
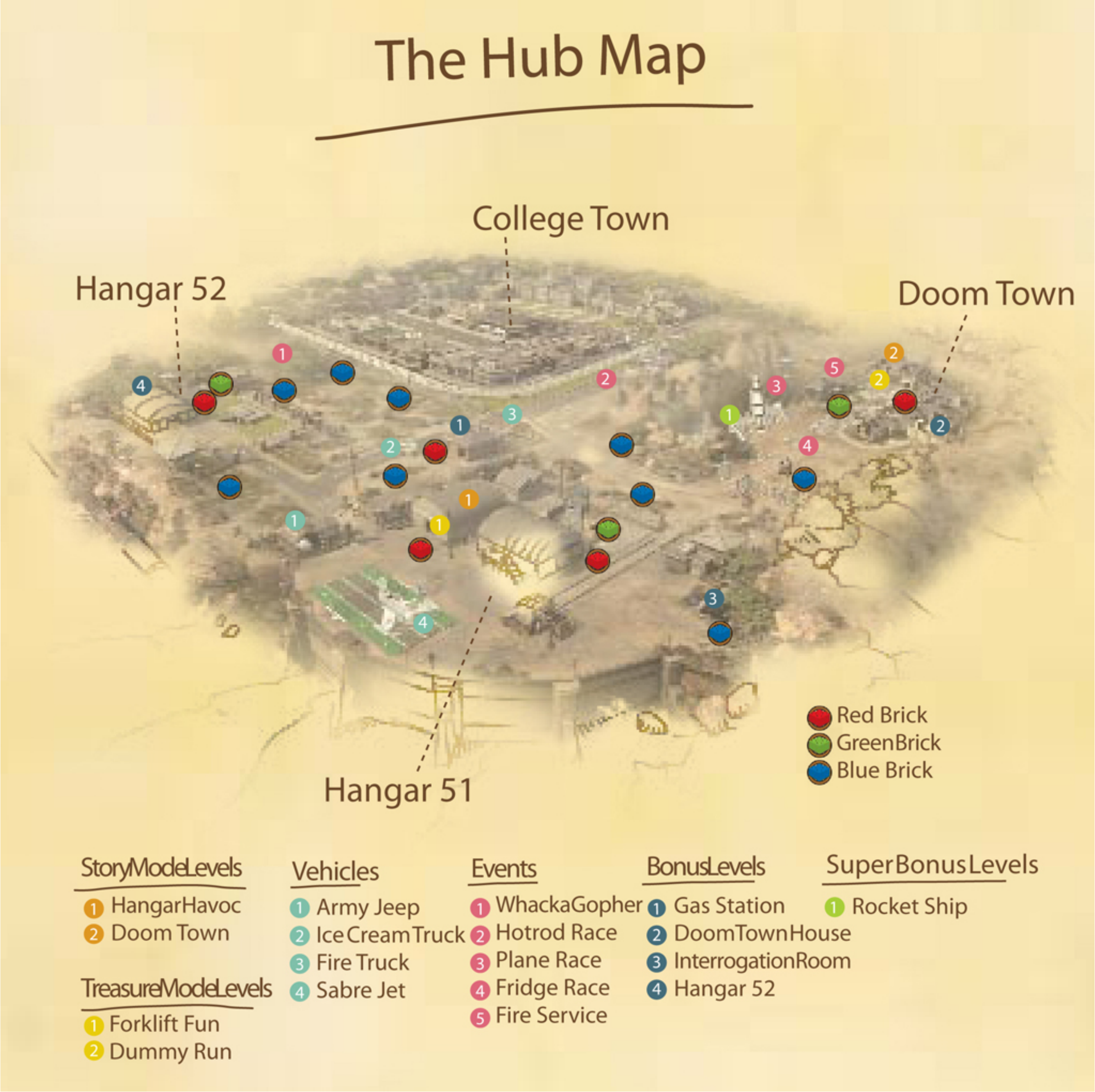
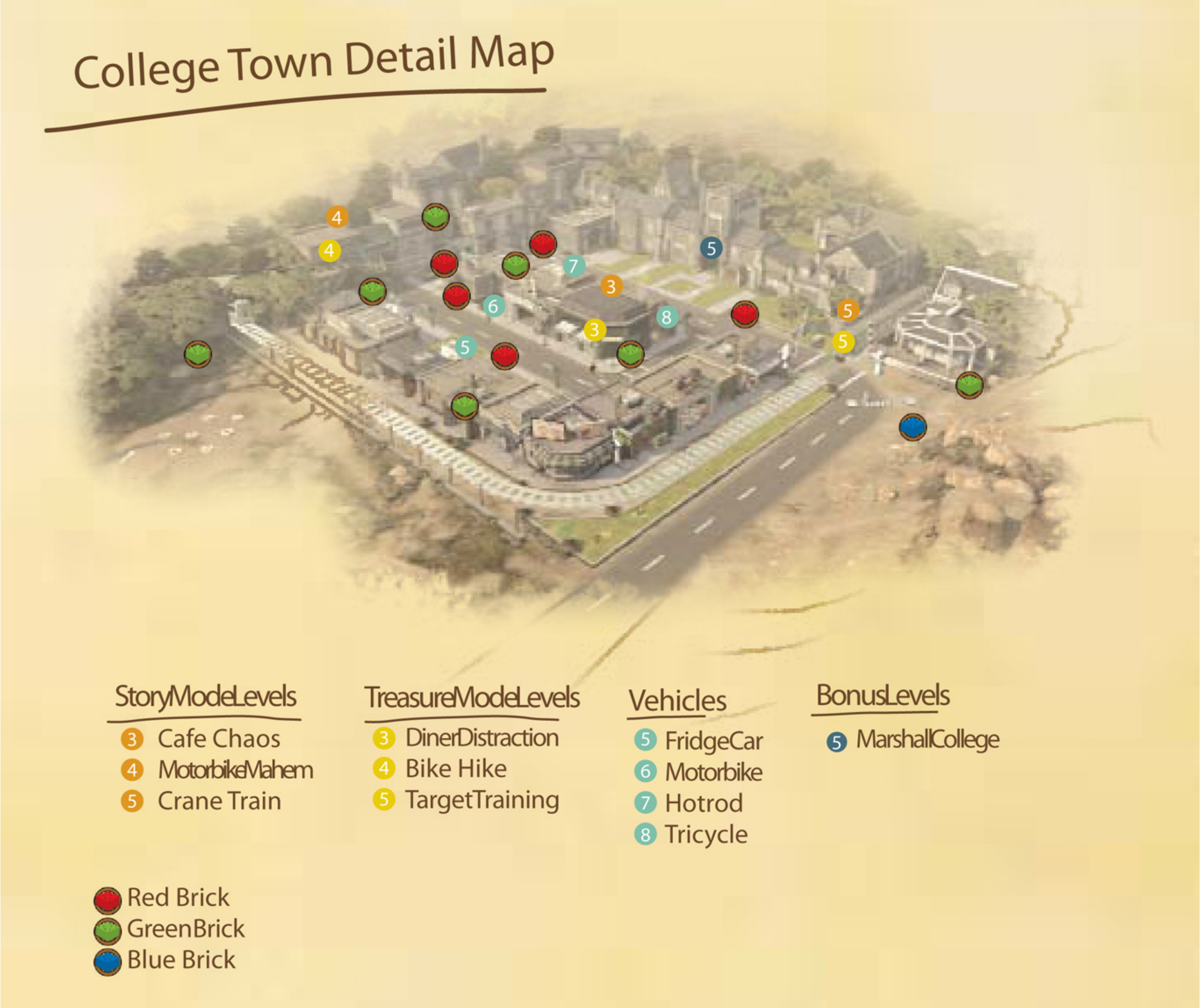
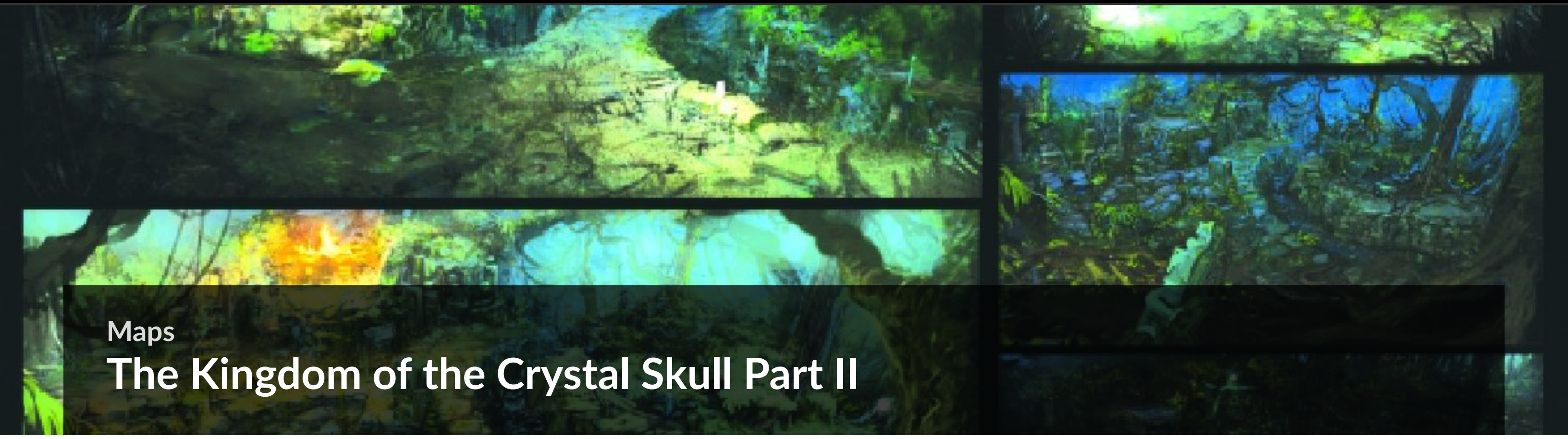


Maps

The Kingdom of the Crystal Skull Part I

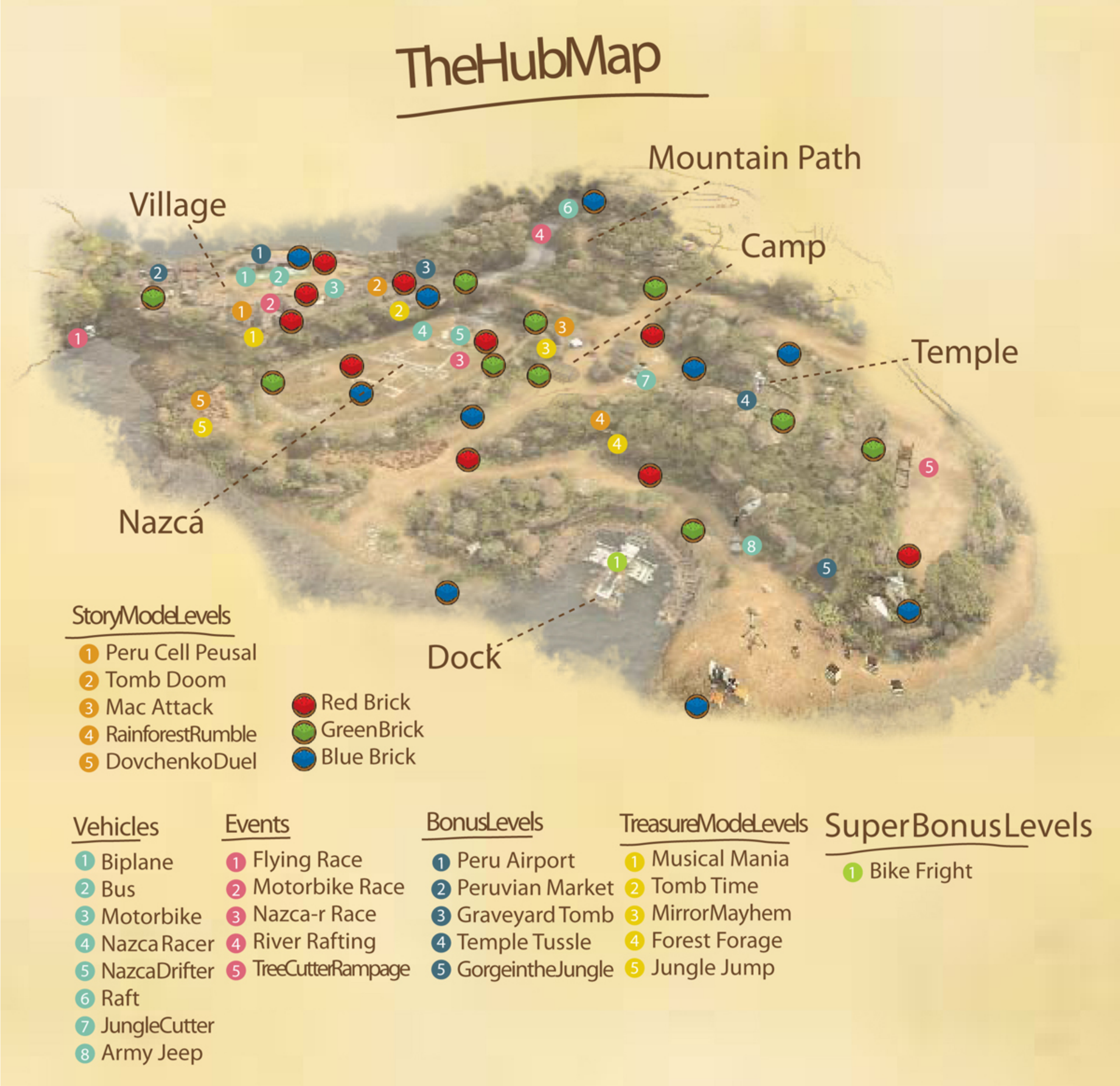

The Hub Map
College Town
Hangar 52
Doom Town
Hangar 51
🟥 Red Brick
🟩 GreenBrick
🟦 Blue Brick
StoryModeLevels
1 HangarHavoc
2 Doom Town
TreasureModeLevels
1 Forklift Fun
2 Dummy Run
Vehicles
1 Army Jeep
2 IceCreamTruck
3 Fire Truck
4 Sabre Jet
Events
1 WhackaGopher
2 Hotrod Race
3 Plane Race
4 Fridge Race
5 Fire Service
BonusLevels
1 Gas Station
2 DoomTownHouse
3 InterrogationRoom
4 Hangar 52
SuperBonusLevels
1 Rocket Ship

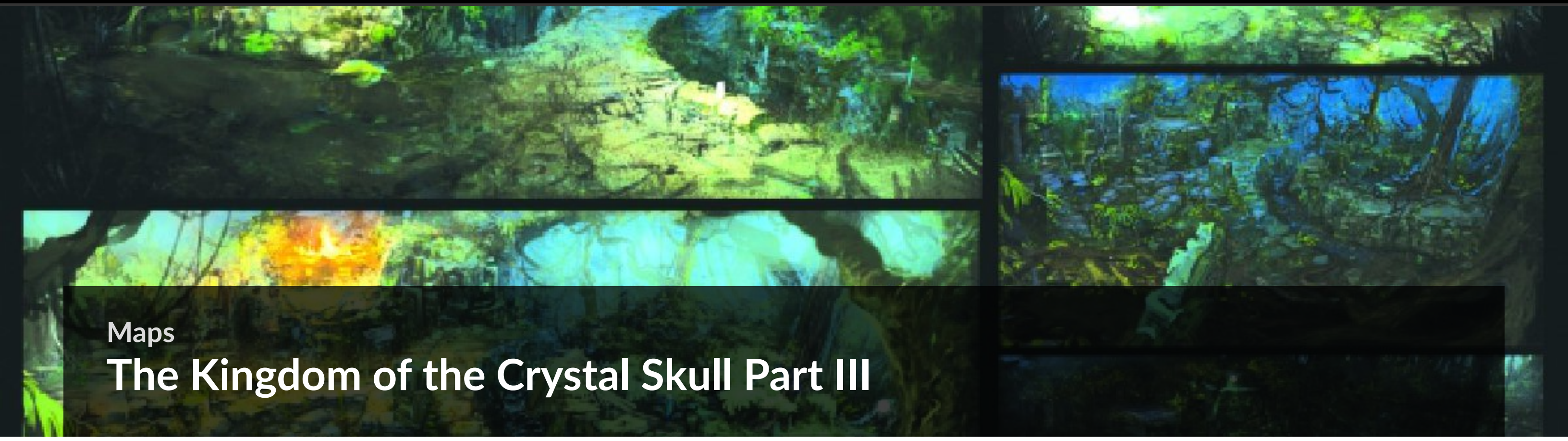

College Town Detail Map
StoryModeLevels
3 Cafe Chaos
4 MotorbikeMahem
5 Crane Train
TreasureModeLevels
3 DinerDistraction
4 Bike Hike
5 TargetTraining
Vehicles
5 FridgeCar
6 Motorbike
7 Hotrod
8 Tricycle
BonusLevels
5 MarshallCollege
🟥 Red Brick
🟩 GreenBrick
🟦 Blue Brick



Maps

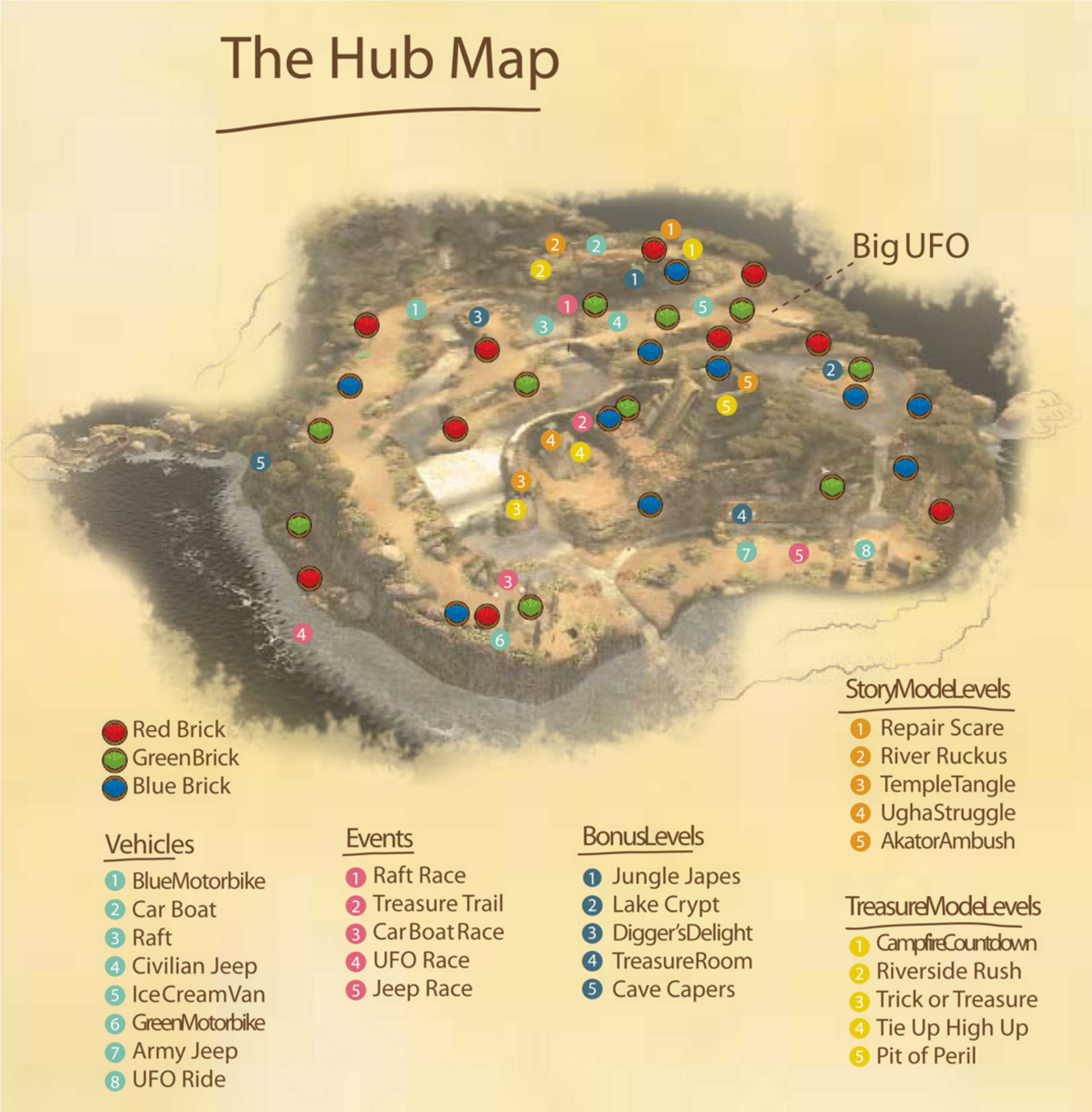
The Kingdom of the Crystal Skull Part II

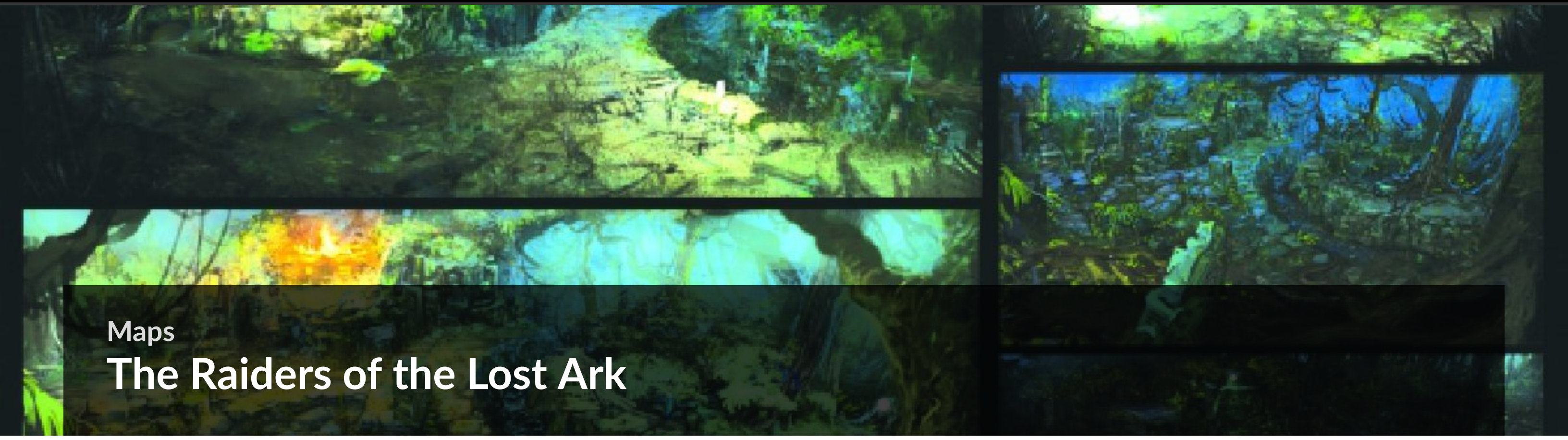

TheHubMap
Mountain Path
Village
Camp
Temple
Nazca
Dock
StoryModeLevels
1 Peru Cell Peusal
2 Tomb Doom
3 Mac Attack
4 RainforestRumble
5 DovchenkoDuel
Red Brick
GreenBrick
Blue Brick
Vehicles
1 Biplane
2 Bus
3 Motorbike
4 NazcaRacer
5 NazcaDrifter
6 Raft
7 JungleCutter
8 Army Jeep
Events
1 Flying Race
2 Motorbike Race
3 Nazca-r Race
4 River Rafting
5 TreeCutterRampage
BonusLevels
1 Peru Airport
2 Peruvian Market
3 Graveyard Tomb
4 Temple Tussle
5 GorgeintheJungle
TreasureModeLevels
1 Musical Mania
2 Tomb Time
3 MirrorMayhem
4 Forest Forage
5 Jungle Jump
SuperBonusLevels
1 Bike Fright



Maps

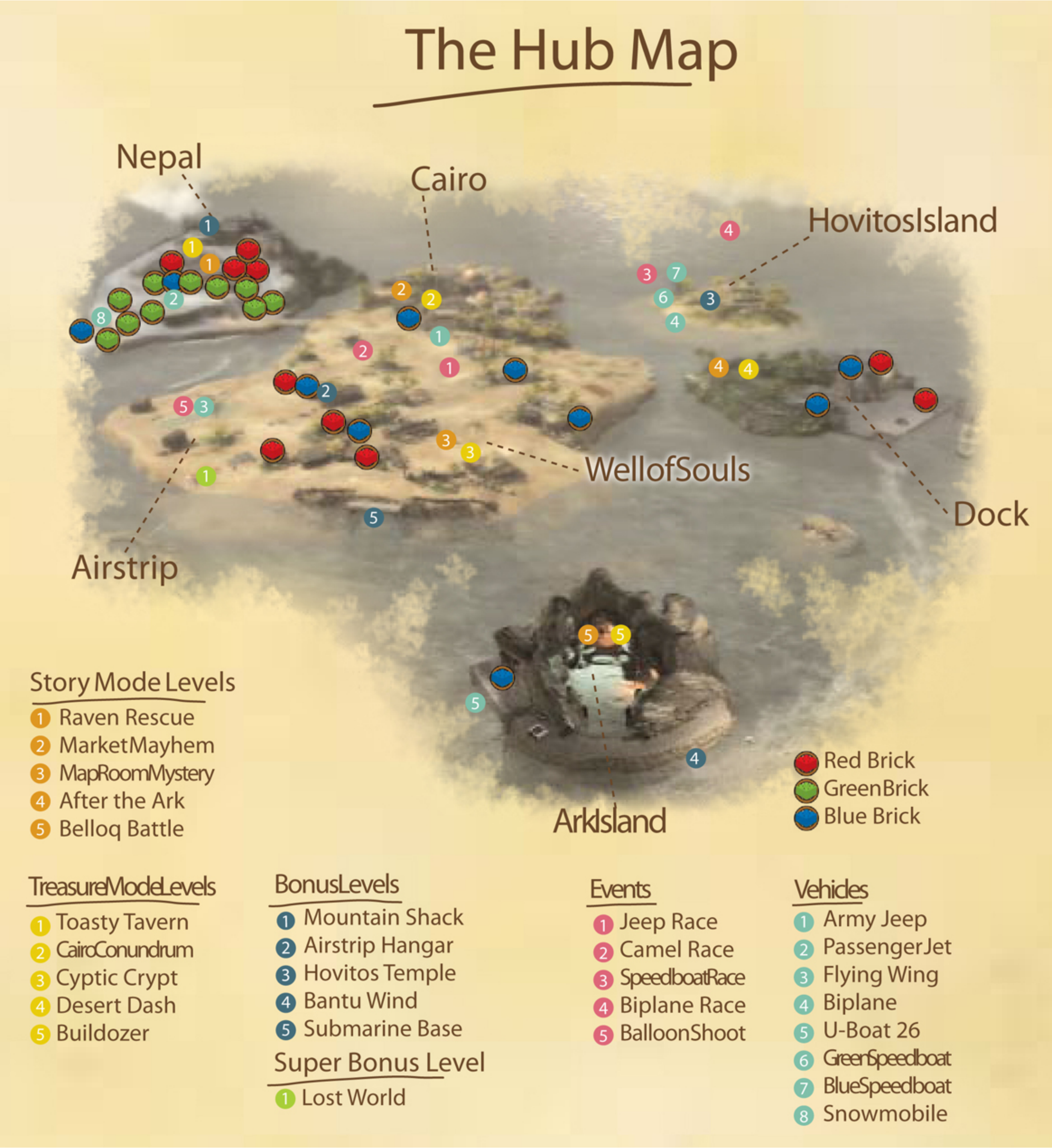
The Kingdom of the Crystal Skull Part III

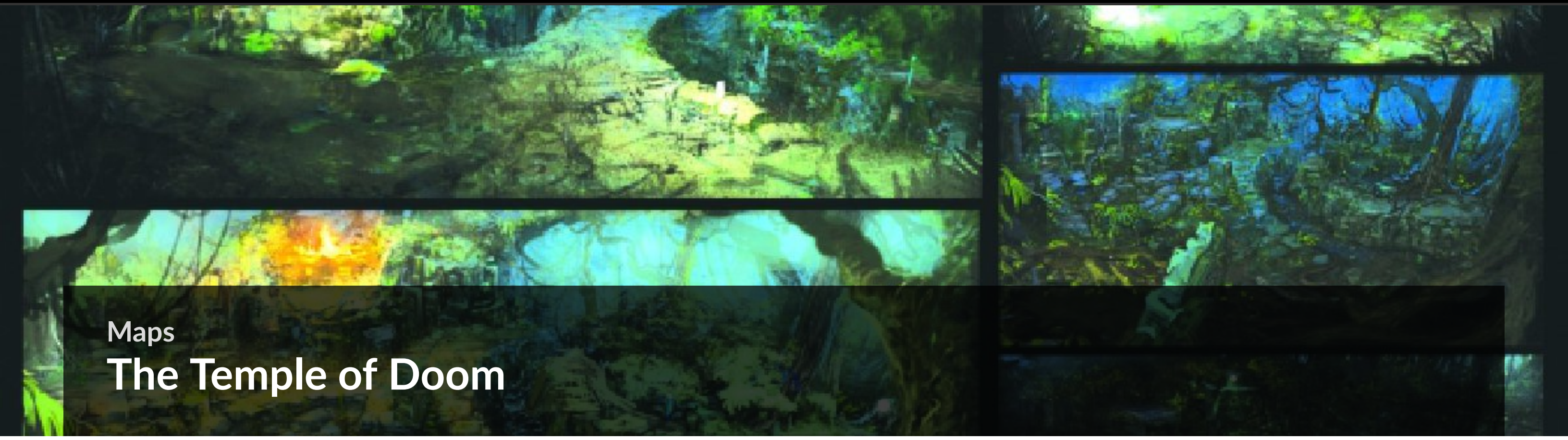

The Hub Map
Big UFO
● Red Brick
● Green Brick
● Blue Brick
Vehicles
1 Blue Motorbike
2 Car Boat
3 Raft
4 Civilian Jeep
5 Ice Cream Van
6 Green Motorbike
7 Army Jeep
8 UFO Ride
Events
1 Raft Race
2 Treasure Trail
3 Car Boat Race
4 UFO Race
5 Jeep Race
Bonus Levels
1 Jungle Japes
2 Lake Crypt
3 Digger's Delight
4 Treasure Room
5 Cave Capers
Story Mode Levels
1 Repair Scare
2 River Ruckus
3 Temple Tangle
4 Ugha Struggle
5 Akator Ambush
Treasure Mode Levels
1 Campfire Countdown
2 Riverside Rush
3 Trick or Treasure
4 Tie Up High Up
5 Pit of Peril



Maps

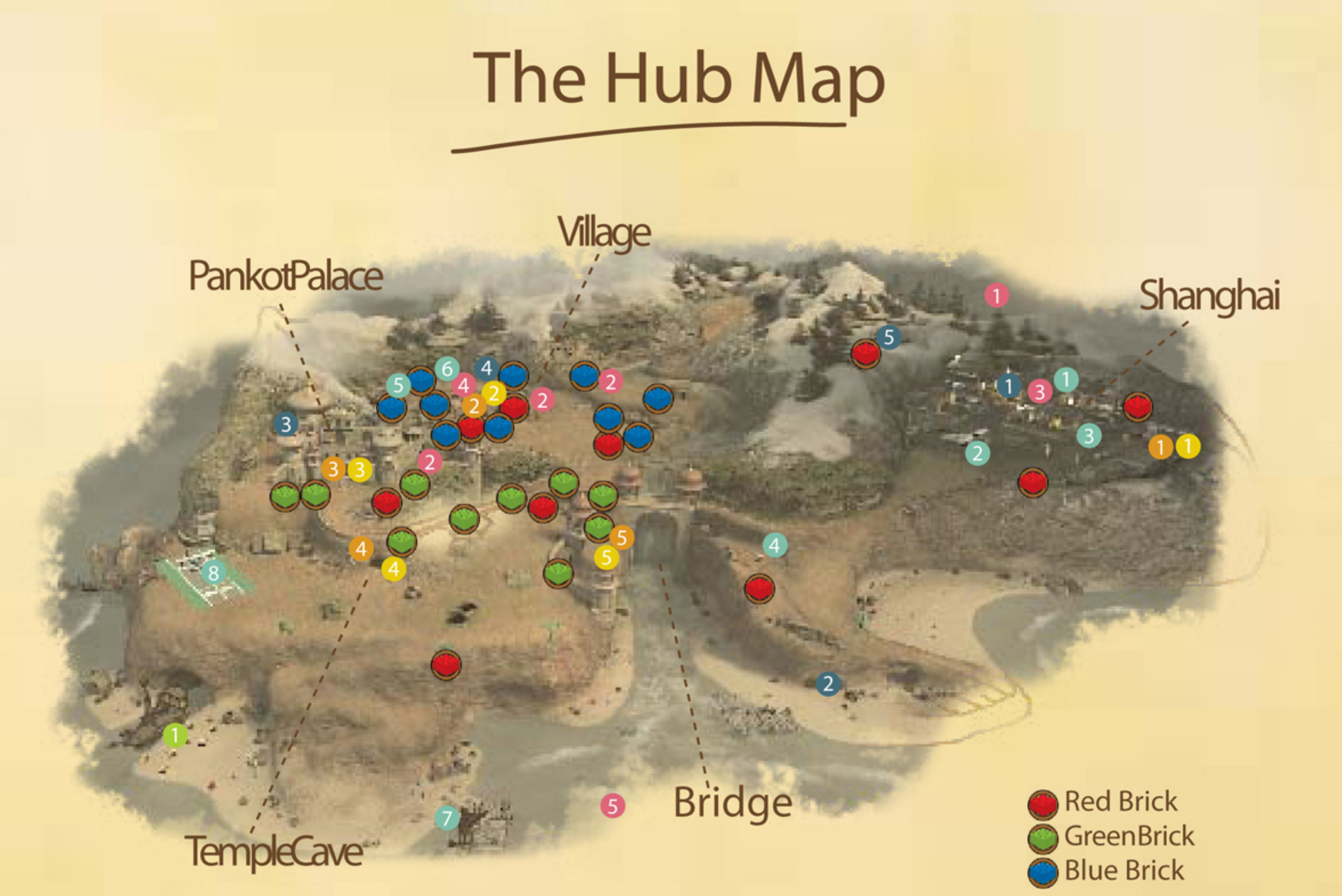
The Raiders of the Lost Ark


The Hub Map
Nepal
Cairo
HovitosIsland
WellofSouls
Dock
Airstrip
ArkIsland
Story Mode Levels
1 Raven Rescue
2 MarketMayhem
3 MapRoomMystery
4 After the Ark
5 Belloq Battle
Red Brick
GreenBrick
Blue Brick
TreasureModeLevels
1 Toasty Tavern
2 CairoConundrum
3 Cyptic Crypt
4 Desert Dash
5 Buildozer
BonusLevels
1 Mountain Shack
2 Airstrip Hangar
3 Hovitos Temple
4 Bantu Wind
5 Submarine Base
Super Bonus Level
1 Lost World
Events
1 Jeep Race
2 Camel Race
3 SpeedboatRace
4 Biplane Race
5 BalloonShoot
Vehicles
1 Army Jeep
2 PassengerJet
3 Flying Wing
4 Biplane
5 U-Boat 26
6 GreenSpeedboat
7 BlueSpeedboat
8 Snowmobile



Maps

The Temple of Doom



● Red Brick
● GreenBrick
● Blue Brick

Story Mode Levels

① Lao Chase
② MonkeyMischief
③ MaliceinthePalace
④ TempleTantrum
⑤ Mola Rampage

TreasureModeLevels

① Shang-Hi
② WrongGongRung
③ DisarmingDuel
④ Lava Lake
⑤ Cliff Clamber

BonusLevels

① Club Obiwan
② BeachsideCave
③ PrincessRescue
④ SlaveDriverCave
⑤ Mountain Cave

SuperBonusLevel

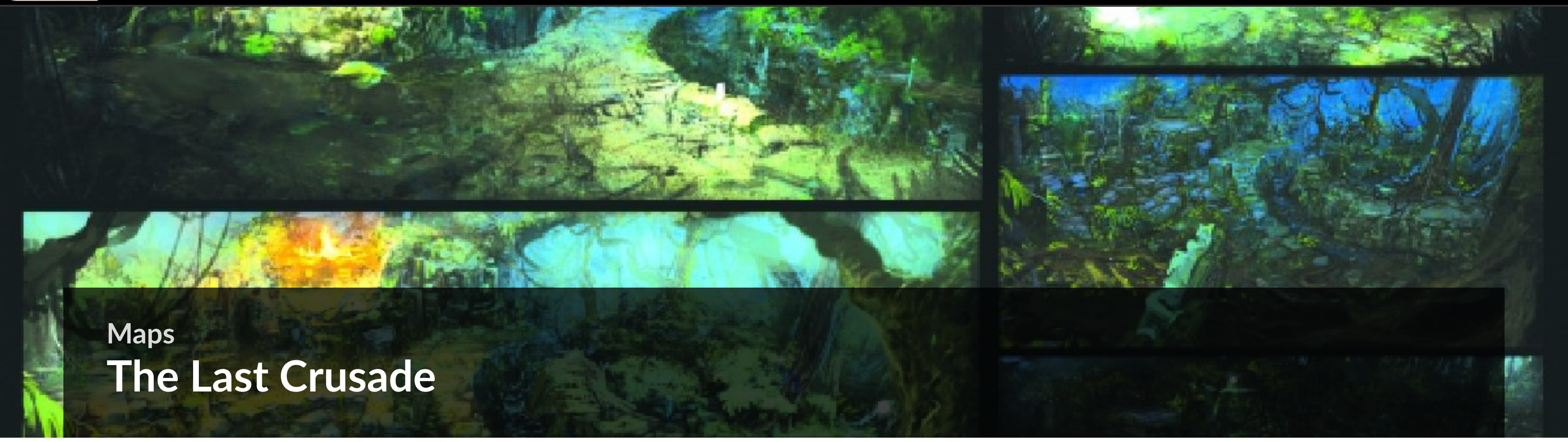
① Treasure Trap

Events

① StuntPlaneRace
② SnakeRemoval
③ RickshawRace
④ Tractor Race
⑤ JunkBoatRace

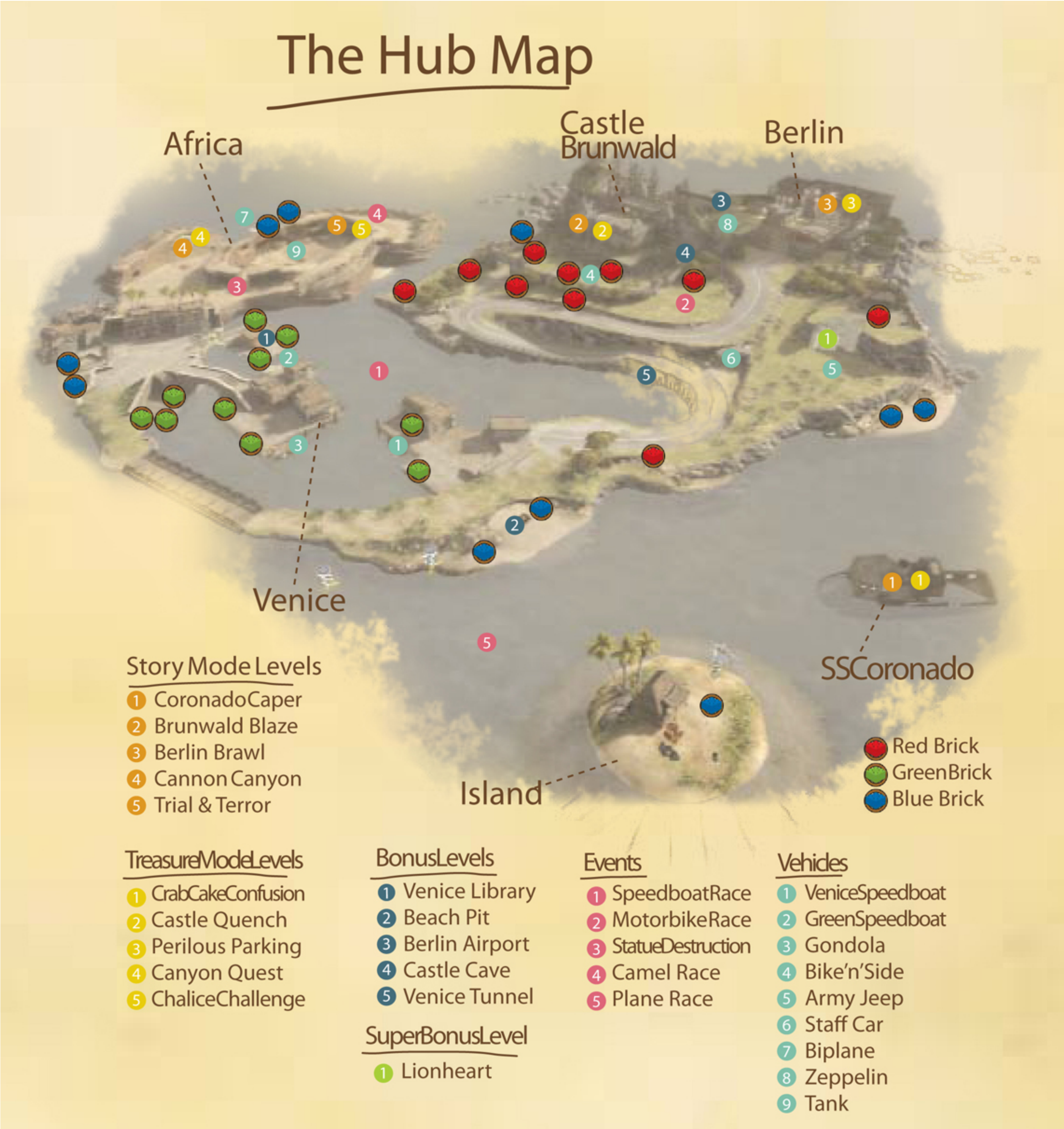
Vehicles

① Rickshaw
② Lao Che's Plane
③ ShortRound'sCar
④ Scooter
⑤ Tractor
⑥ Tuk Tuk
⑦ Junk Boat
⑧ Stunt Plane



Maps

The Last Crusade


The Hub Map
Africa
Castle Brunwald
Berlin
Venice
Island
SSCoronado
Red Brick
GreenBrick
Blue Brick
Story Mode Levels
1 CoronadoCaper
2 Brunwald Blaze
3 Berlin Brawl
4 Cannon Canyon
5 Trial & Terror
TreasureModeLevels
1 CrabCakeConfusion
2 Castle Quench
3 Perilous Parking
4 Canyon Quest
5 ChaliceChallenge
BonusLevels
1 Venice Library
2 Beach Pit
3 Berlin Airport
4 Castle Cave
5 Venice Tunnel
SuperBonusLevel
1 Lionheart
Events
1 SpeedboatRace
2 MotorbikeRace
3 StatueDestruction
4 Camel Race
5 Plane Race
Vehicles
1 VeniceSpeedboat
2 GreenSpeedboat
3 Gondola
4 Bike'n'Side
5 Army Jeep
6 Staff Car
7 Biplane
8 Zeppelin
9 Tank

Characters & Vehicles

Characters

LEGO Indiana Jones 2 has a lot of different characters and vehicles. In each play set, collect them all by unlocking and then purchasing them.

Unlocking Characters and Vehicles

As you play through the Story mode, you will unlock the characters you use in that mode. For example, Indiana Jones is always automatically unlocked, since he is always in the Story modes. However, if a character is not one who can be controlled in the Story mode levels, you must unlock and then purchase them.

Characters and some vehicles can be unlocked by completing different levels or by finishing races or other events. When you unlock a character or a vehicle, the game will show you these new characters and momentarily zoom in on their current location.

Move to these characters or vehicles and buy them with the studs you've collected. You can then control that character or operate that vehicle.

Some characters have abilities that allow them to perform acts that other characters can't. For some Treasure mode levels, you must take along a character with an ability that is required to complete that level.

Ability Descriptions

Academic: Characters with this ability can solve the hieroglyphics locks to open doors.

Excavate: These characters carry around a shovel with them at all times and can dig up buried objects from ground that is lit up with sparkling lights.

Repair: Characters with this ability always have a wrench on hand and can fix broken vehicles and machinery.

Repel Critters: This ability is available only to a character who is carrying the crystal skull. Ants, scorpions, and snakes will scatter away from this person.

Security Clearance: Need to get past a guard post? Characters wearing a uniform often have this ability to get into places others are not allowed.

Super Jump: All female characters can jump higher than the male characters. Look for flowery icons to show you where Super Jump is necessary.

Thuggee Chant: Thuggee characters in The Temple of Doom play set can move large statues by using this ability.

Tiny Size: Young characters have the ability to climb through small passageways to reach places adult characters can't.

Note

Characters armed with weapons have unlimited ammo for that weapon. If they throw their personal spear or sword, it will be replaced. Other characters can pick up weapons or equipment dropped by others. However, they have limited ammo, and if thrown, weapons are not replaced.

Agent

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Part I

Agent Spalko

Ability: Super Jump
Cost to Buy: 1,000,000 studs
Weapon/Equipment: Sword
Play Set: The Kingdom of the Crystal Skull-Part III

Bandit Swordsman

Ability: None
Cost to Buy: 27,000 studs
Weapon/Equipment: Sword
Play Set: Raiders of the Lost Ark

Bazooka Trooper

Ability: Security Clearance
Cost to Buy: 30,000 studs
Weapon/Equipment: Bazooka
Play Set: The Last Crusade

Bazooka Trooper (Raiders)

Ability: Security Clearance
Cost to Buy: 30,000 studs
Weapon/Equipment: Bazooka
Play Set: Raiders of the Lost Ark

Belloq

Ability: None
Cost to Buy: 500,000 studs
Weapon/Equipment: Staff
Play Set: Raiders of the Lost Ark

Brawler

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

British Commander

Ability: None
Cost to Buy: 30,000 studs
Weapon/Equipment: Bazooka
Play Set: The Temple of Doom

Captain Katanga

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: None
Play Set: Raiders of the Lost Ark

Cemetery Warrior

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: Spear
Play Set: The Kingdom of the Crystal Skull-Part II

Cemetery Warrior King

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: Spear
Play Set: The Kingdom of the Crystal Skull-Part II

College Female

Ability: Super Jump
Cost to Buy: 30,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Colonel Dietrich

Ability: None
Cost to Buy: 50,000 studs
Weapon/Equipment: Bazooka
Play Set: Raiders of the Lost Ark

Colonel Vogel

Ability: Security Clearanc e
Cost to Buy: 50,000 studs
Weapon/Equipment: Bazooka
Play Set: The Last Crusade

Coronado Sailor

Ability: Repair
Cost to Buy: 25,000 studs
Weapon/Equipment: Wrench
Play Set: The Last Crusade

Dancing Girl

Ability: Super Jump
Cost to Buy: 25,000 studs
Weapon/Equipment: None
Play Set: The Temple of Doom

Donovan

Ability: None
Cost to Buy: 500,000 studs
Weapon/Equipment: Machine Gun
Play Set: The Last Crusade

Dovchenko

Ability: None
Cost to Buy: 500,000 studs
Weapon/Equipment: Chain Whip
Play Set: The Kingdom of the Crystal Skull-Part II

Elsa

Ability: Super Jump
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: None
Play Set: The Last Crusade

Enemy Boxer

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: None
Play Set: Raiders of the Lost Ark

Enemy Guard

Ability: Security Clearance
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: The Last Crusade

Enemy Officer (Desert)

Ability: Security Clearance
Cost to Buy: 25,000 studs
Weapon/Equipment: Grenades
Play Set: Raiders of the Lost Ark

Enemy Pilot

Ability: Security Clearance
Cost to Buy: 20,000 studs
Weapon/Equipment: Pistol
Play Set: The Last Crusade

Enemy Soldier (Desert)

Ability: Security Clearance
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: Raiders of the Lost Ark

Enemy Soldier (Machine Gun)

Ability: Security Clearance
Cost to Buy: 20,000 studs
Weapon/Equipment: Machine Gun
Play Set: The Last Crusade

General Ross

Ability: Security Clearance
Cost to Buy: 35,000 studs
Weapon/Equipment: Bazooka
Play Set: The Kingdom of the Crystal Skull-Part I

Grail Knight

Ability: None
Cost to Buy: 45,000 studs
Weapon/Equipment: Sword
Play Set: The Last Crusade

Greaser

Ability: None
Cost to Buy: 15,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Hangar Guard

Ability: Security Clearance
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Part I

Hatay King

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: Sword
Play Set: The Last Crusade

Henry Jones

Ability: Academic
Cost to Buy: None
Weapon/Equipment: None (unlocked in story mode)
Play Set: The Last Crusade

Hovitos Tribesman

Ability: None
Cost to Buy: 30,000 studs
Weapon/Equipment: Spear
Play Set: Raiders of the Lost Ark

Indiana Jones

Ability: None
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Whip
Play Set: Raiders of the Lost Ark, The Last Crusade

Indiana Jones

(Crystal Skull)

Ability: None
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Whip
Play Set: The Kingdom of the Crystal Skull-Parts I-III

Indiana Jones (Dinner Suit)

Ability: None
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Whip
Play Set: The Temple of Doom

Indian Farmer

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: None
Play Set: The Temple of Doom

Interdimensional Being

Ability: None
Cost to Buy: 1,500,000 studs
Weapon/Equipment: None
Play Set: Raiders of the Lost Ark

Janitor

Ability: None
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Jock

Ability: Repair
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Wrench
Play Set: Raiders of the Lost Ark

Lao Che

Ability: None
Cost to Buy: 50,000 studs
Weapon/Equipment: Machine Gun
Play Set: The Temple of Doom

Librarian

Ability: Academic
Cost to Buy: 20,000 studs
Weapon/Equipment: None
Play Set: The Last Crusade

Mac

Ability: None
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Parts I-III

Maharajah

Ability: Tiny Size
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Black Sleep
Play Set: The Temple of Doom

Major Toht

Ability: None
Cost to Buy: 50,000 studs
Weapon/Equipment: Pistol
Play Set: Raiders of the Lost Ark

Mannequin Boy

Ability: None
Cost to Buy: 10,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Mannequin Girl

Ability: Super Jump
Cost to Buy: 10,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Mannequin Man

Ability: None
Cost to Buy: 10,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Mannequin Woman

Ability: Super Jump
Cost to Buy: 10,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Marcus Brody

Ability: Academic
Cost to Buy: 25,000 studs
Weapon/Equipment: None
Play Set: The Last Crusade

Marion

Ability: Super Jump
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: None
Play Set: Raiders of the Lost Ark

Marion

(Crystal Skull)

Ability: Super Jump
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Parts II and III

Market Trader

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part II

Masked Bandit

Ability: None
Cost to Buy: 17,000 studs
Weapon/Equipment: Sword
Play Set: Raiders of the Lost Ark

Mola Ram

Ability: None
Cost to Buy: 500,000 studs
Weapon/Equipment: Black Sleep
Play Set: The Temple of Doom

Mutt

Ability: Repair
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Wrench
Play Set: The Kingdom of the Crystal Skull-Parts I-III

Oxley

Ability: Repel Critters
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Crystal Skull
Play Set: The Kingdom of the Crystal Skull-Parts II and III

Panama Hat Man

Ability: None
Cost to Buy: 50,000 studs
Weapon/Equipment: Pistol
Play Set: The Last Crusade

Pankot Assassin

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: Sword
Play Set: The Temple of Doom

Patient

Ability: None
Cost to Buy: 15,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part II

Peru Nurse

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part II

Russian Digger

Ability: Excavate
Cost to Buy: 30,000 studs
Weapon/Equipment: Shovel
Play Set: The Kingdom of the Crystal Skull-Part I

Russian Grenadier

Ability: Security Clearance
Cost to Buy: 30,000 studs
Weapon/Equipment: Grenades
Play Set: The Kingdom of the Crystal Skull-Part II

Russian Machine Gunner

Ability: Security Clearance
Cost to Buy: 20,000 studs
Weapon/Equipment: Machine Gun
Play Set: The Kingdom of the Crystal Skull-Part III

Russian Officer

Ability: Security Clearance
Cost to Buy: 30,000 studs
Weapon/Equipment: Bazooka
Play Set: The Kingdom of the Crystal Skull-Parts II and III

Russian (U.S. Disguise)

Ability: Security Clearance
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Part I

Sallah

Ability: Excavate
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Shovel
Play Set: Raiders of the Lost Ark

Sallah (Fez)

Ability: Excavate
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Shovel
Play Set: The Last Crusade

Satipo

Ability: Excavate
Cost to Buy: 25,000 studs
Weapon/Equipment: Shovel
Play Set: Raiders of the Lost Ark

Shanghai Hoodlum

Ability: None
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: The Temple of Doom

Sherpa Brawler

Ability: None
Cost to Buy: 15,000 studs
Weapon/Equipment: None
Play Set: Raiders of the Lost Ark

Short Round

Abilities: Repair, Tiny Size
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Wrench
Play Set: The Temple of Doom

Soldier

Ability: Security Clearance
Cost to Buy: 15,000 studs
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Parts II and III

Stanforth

Ability: Academic
Cost to Buy: 40,000 studs
Weapon/Equipment: None
Play Set: The Kingdom of the Crystal Skull-Part I

Taylor

Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: Pistol
Play Set: The Kingdom of the Crystal Skull-Part I

Thuggee

Ability: Thuggee Chant
Cost to Buy: 15,000 studs
Weapon/Equipment: Sword
Play Set: The Temple of Doom

Thuggee Acolyte

Ability: Thuggee Chant
Cost to Buy: 25,000 studs
Weapon/Equipment: Spear
Play Set: The Temple of Doom

Ugha Assassin

Ability: None
Cost to Buy: 30,000 studs
Weapon/Equipment: Blowgun
Play Set: The Kingdom of the Crystal Skull-Part III

Ugha Digger

Ability: None
Cost to Buy: 15,000 studs
Weapon/Equipment: Shovel
Play Set: The Kingdom of the Crystal Skull-Part III

Ugha King

Ability: None
Cost to Buy: 25,000 studs
Weapon/Equipment: Scepter
Play Set: The Kingdom of the Crystal Skull-Part III

Ugha Warrior

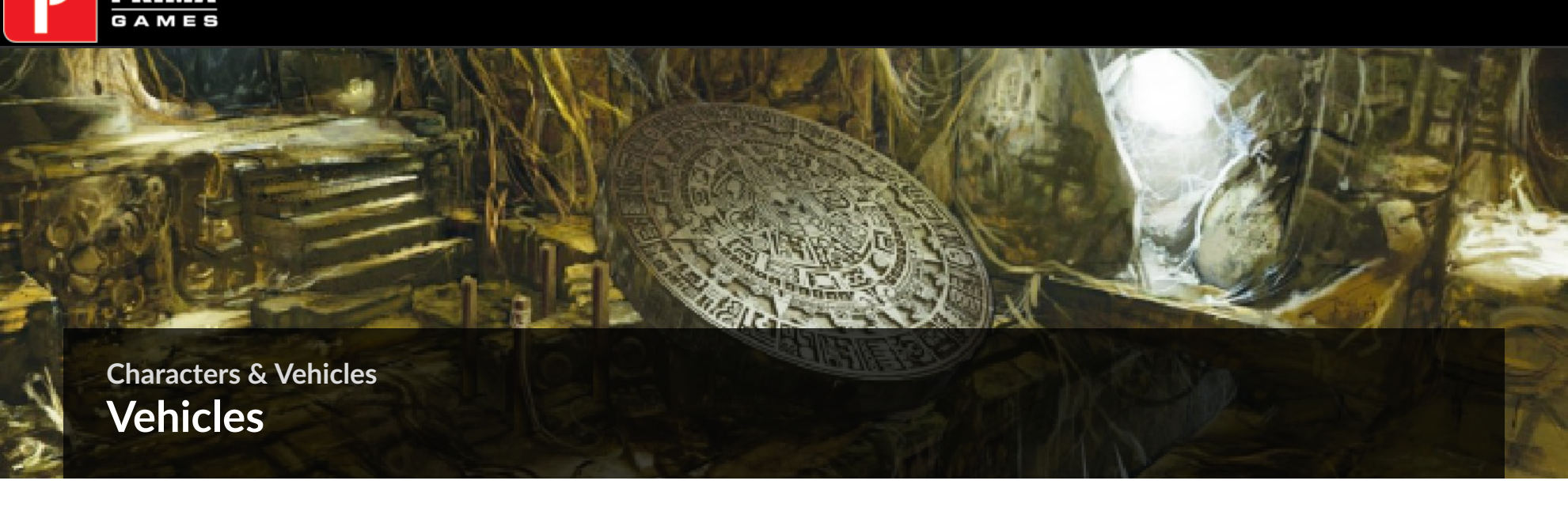
Ability: None
Cost to Buy: 20,000 studs
Weapon/Equipment: Spear
Play Set: The Kingdom of the Crystal Skull-Part III

Village Elder

Ability: Academic
Cost to Buy: 75,000 studs
Weapon/Equipment: None
Play Set: The Temple of Doom

Willie

Ability: Super Jump
Cost to Buy: None (unlocked during Story mode)
Weapon/Equipment: Perfume
Play Set: The Temple of Doom



Characters & Vehicles

Vehicles

Vehicles are available in all hubs. Some are available for purchase right away while others must be unlocked before you can buy them. Not only are vehicles collectible, but they also allow you to move around a play set much faster.

Vehicles that can fly offer a great way to scout out the play set. To exit a flying vehicle, just press the button to get out and you will parachute down to the ground. Use this ability to reach some locations that are not readily accessible by land.

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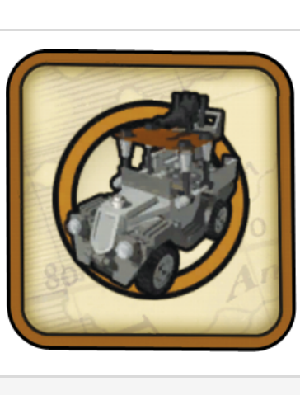
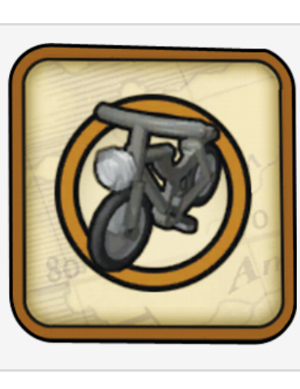
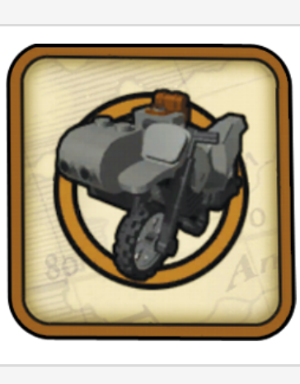
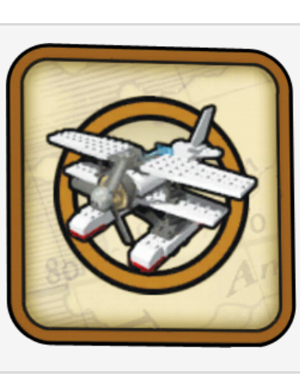
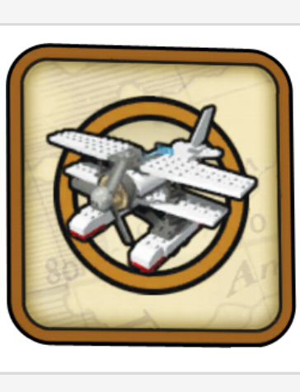
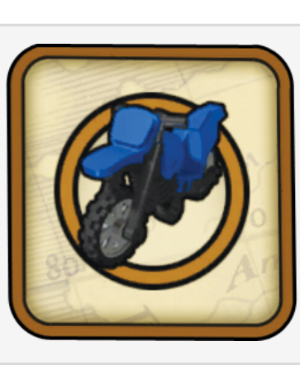
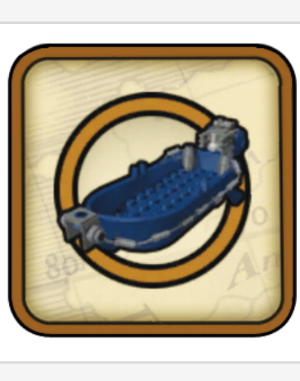
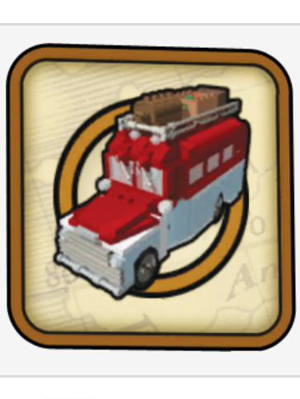
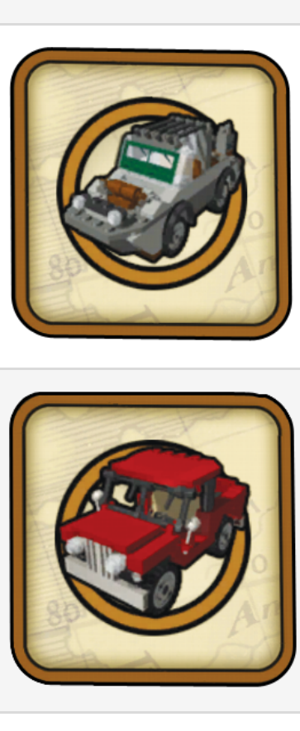
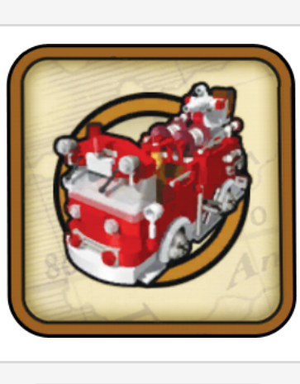
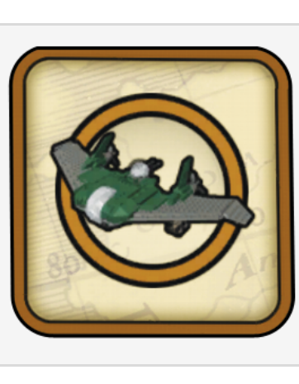
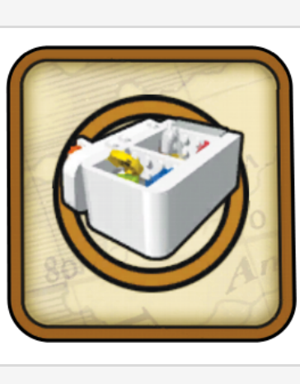
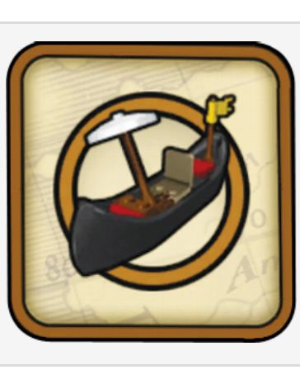
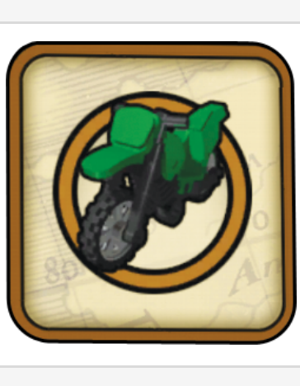
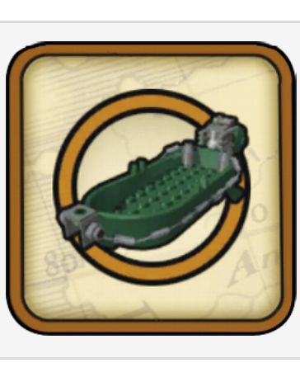
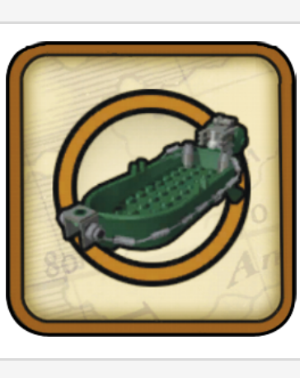
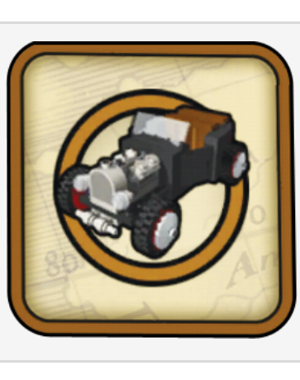
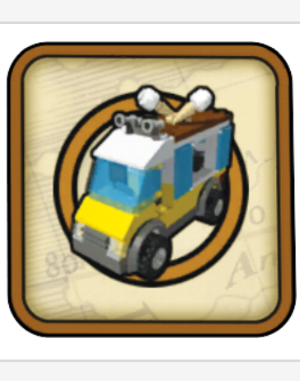
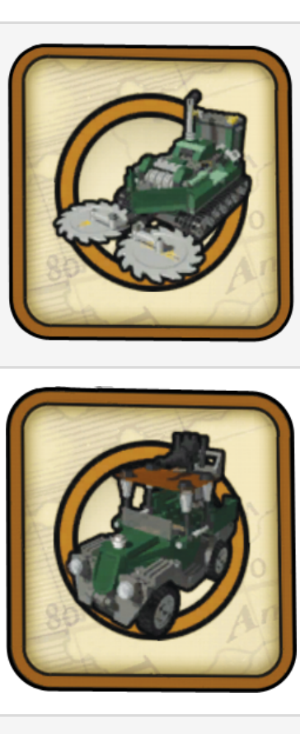
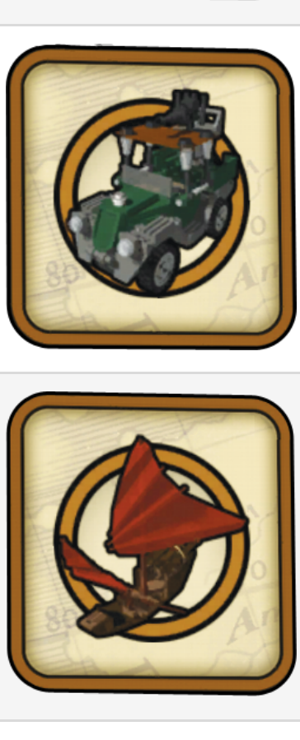
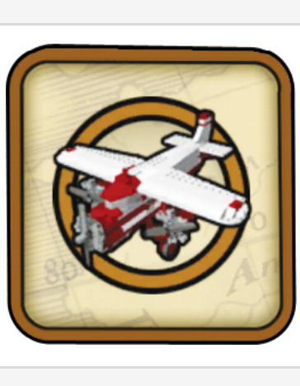
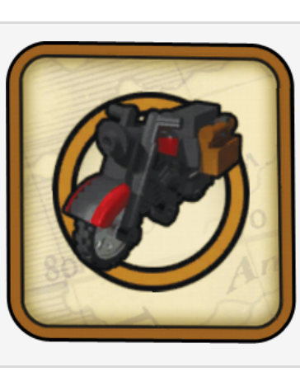
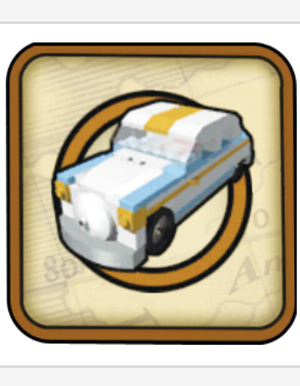
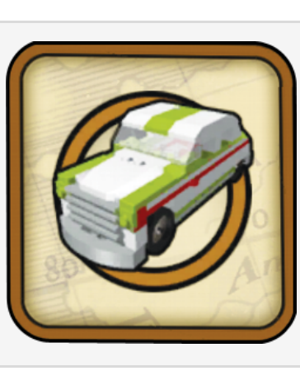
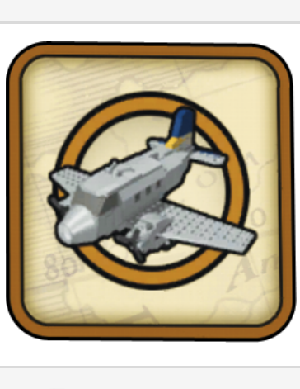
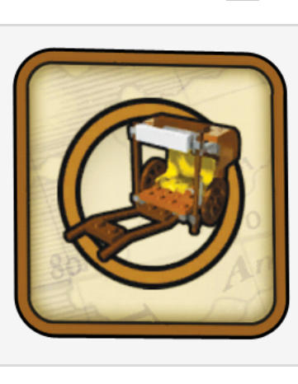
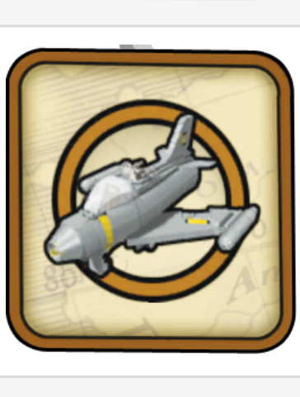
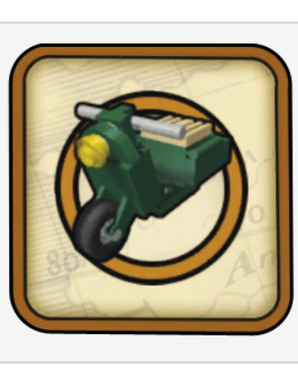
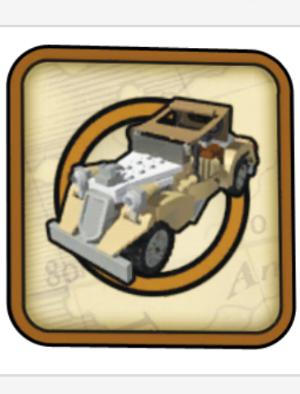
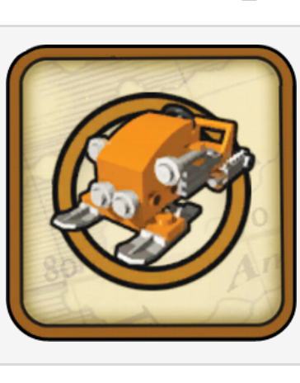
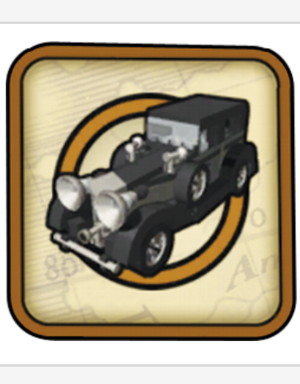
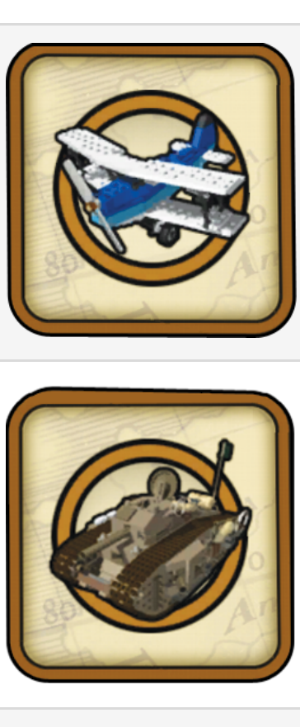
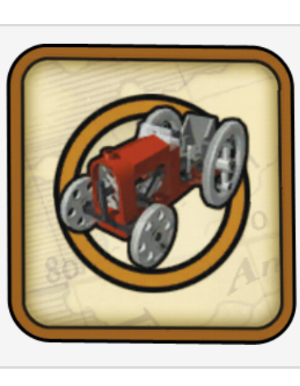
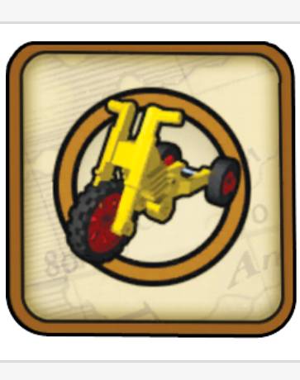
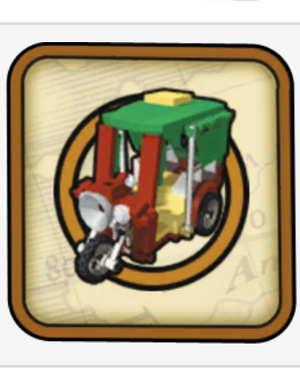
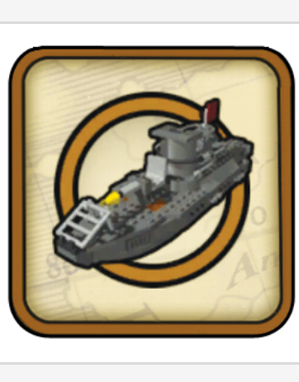
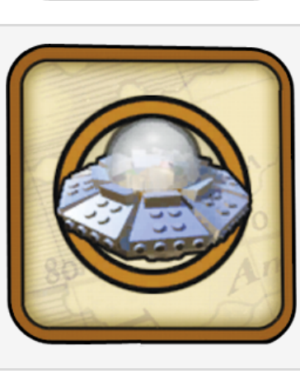
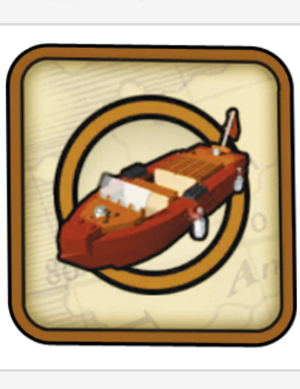
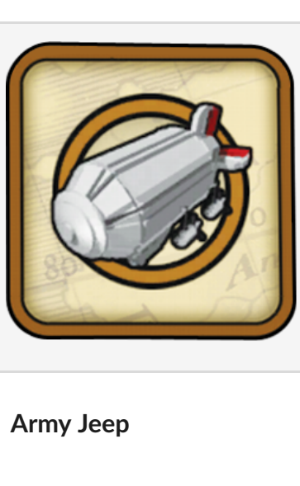
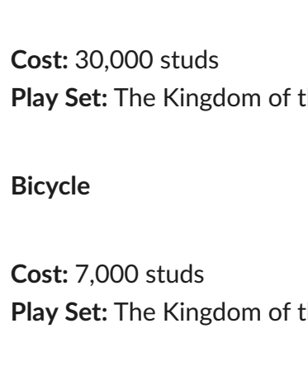
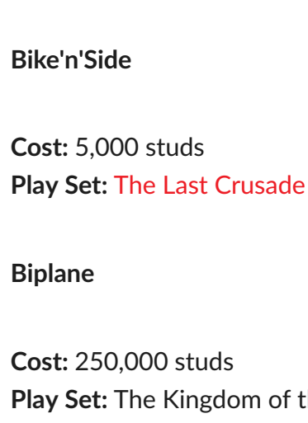
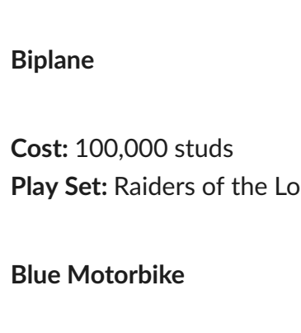











































Army Jeep

Cost: 30,000 studs
Play Set: The Kingdom of the Crystal Skull-Parts I, II, and III; Raiders of the Lost Ark; The Last Crusade

Bicycle

Cost: 7,000 studs
Play Set: The Kingdom of the Crystal Skull-Part

Bike'n'Side

Cost: 5,000 studs
Play Set: The Last Crusade

Biplane

Cost: 250,000 studs
Play Set: The Kingdom of the Crystal Skull-Part II

Biplane

Cost: 100,000 studs
Play Set: Raiders of the Lost Ark, The Last Crusade

Blue Motorbike

Cost: 15,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Blue Speedboat

Cost: 20,000 studs
Play Set: Raiders of the Lost Ark

Bus

Cost: 15,000 studs
Play Set: The Kingdom of the Crystal Skull-Part II

Car Boat

Cost: 5,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Civilian Jeep

Cost: 20,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Fire Truck

Cost: 40,000 studs
Play Set: The Kingdom of the Crystal Skull-Part I

Flying Wing

Cost: 250,000 studs
Play Set: Raiders of the Lost Ark

Fridge Car

Cost: 35,000 studs
Play Set: The Kingdom of the Crystal Skull-Part I

Gondola

Cost: 10,000 studs
Play Set: The Last Crusade

Green Motorbike

Cost: 15,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Green Speedboat

Cost: 20,000 studs
Play Set: Raiders of the Lost Ark

Green Speedboat

Cost: 25,000
Play Set: The Last Crusade

Hotrod

Cost: 30,000 studs
Play Set: The Kingdom of the Crystal Skull-Part I

Ice Cream Van

Cost: 30,000 studs
Play Set: The Kingdom of the Crystal Skull-Parts and II

Jungle Cutter

Cost: 5,000 studs
Play Set: The Kingdom of the Crystal Skull-Part II

Jungle Jeep

Cost: 30,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Junk Boat

Cost: 35,000 studs
Play Set: The Temple of Doom

Lao Che's Plane

Cost: 100,000 studs
Play Set: The Temple of Doom

Motorbike

Cost: 20,000 studs
Play Set: The Kingdom of the Crystal Skull-Parts I and II

Nazca Drifter

Cost: 25,000 studs
Play Set: The Kingdom of the Crystal Skull-Part II

Nazca Racer

Cost: 25,000 studs
Play Set: The Kingdom of the Crystal Skull-Part II

Pazzenger Jet

Cost: 100,000 studs
Play Set: Raiders of the Lost Ark

Rickshaw

Cost: 25,000 studs
Play Set: The Temple of Doom

Sabre Jet

Cost: 250,000 studs
Play Set: The Kingdom of the Crystal Skull-Part I

Scooter

Cost: 20,000 studs
Play Set: The Temple of Doom

Short Round's Car

Cost: 30,000 studs
Play Set: The Temple of Doom

Snowmobile

Cost: 15,000 studs
Play Set: Raiders of the Lost Ark

Staff Car

Cost: 40,000 studs
Play Set: The Last Crusade

Stunt Plane

Cost: 100,000 studs
Play Set: The Temple of Doom

Tank

Cost: 50,000 studs
Play Set: The Last Crusade

Tractor

Cost: 35,000 studs
Play Set: The Temple of Doom

Tricycle

Cost: 5,000 studs
Play Set: The Kingdom of the Crystal Skull-Part I

Tuk Tuk

Cost: 20,000 studs
Play Set: The Temple of Doom

U-Boat 26

Cost: 30,000 studs
Play Set: Raiders of the Lost Ark

UFO Ride

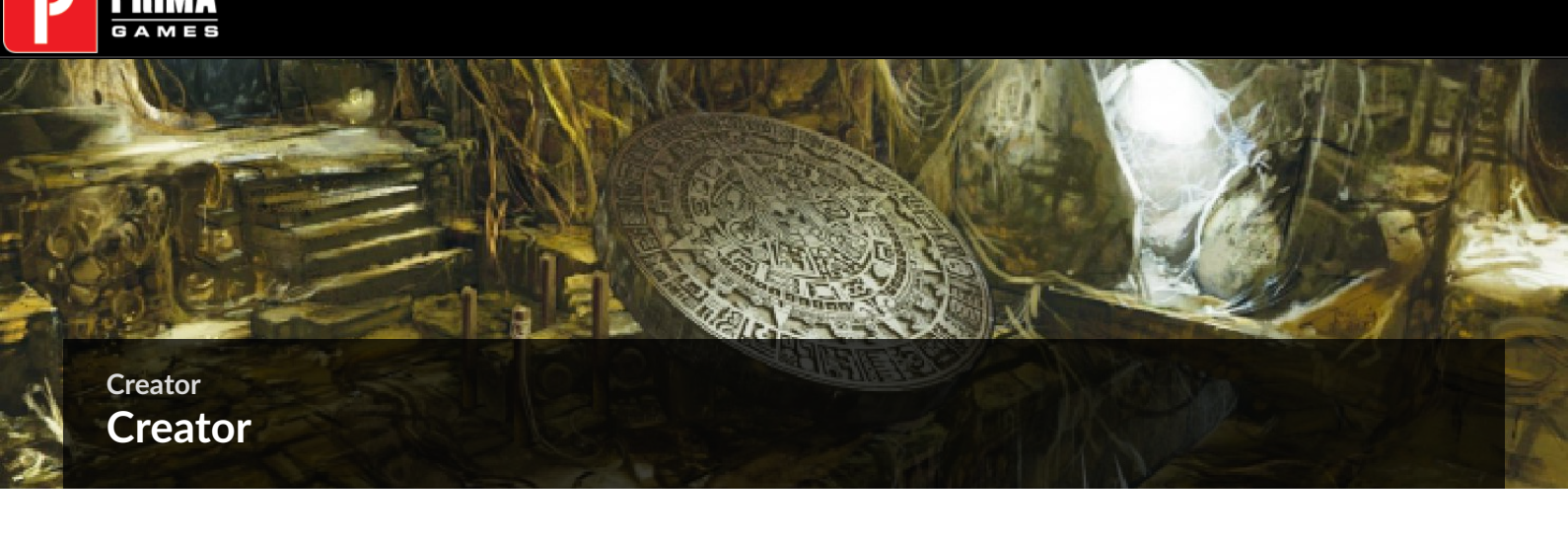
Cost: 250,000 studs
Play Set: The Kingdom of the Crystal Skull-Part III

Venice Speedboat

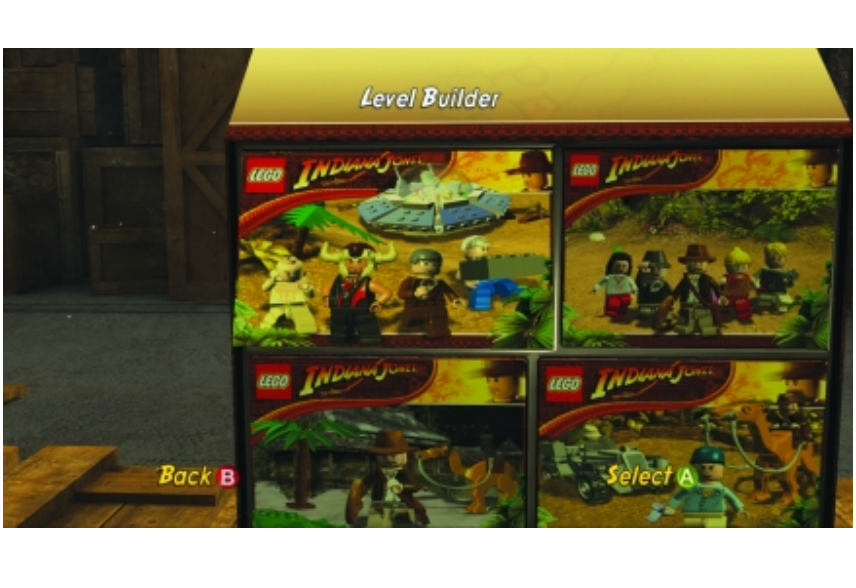
Cost: 25,000 studs
Play Set: The Last Crusade

Zeppelin

Cost: 100,000 studs
Play Set: The Last Crusade



Creator

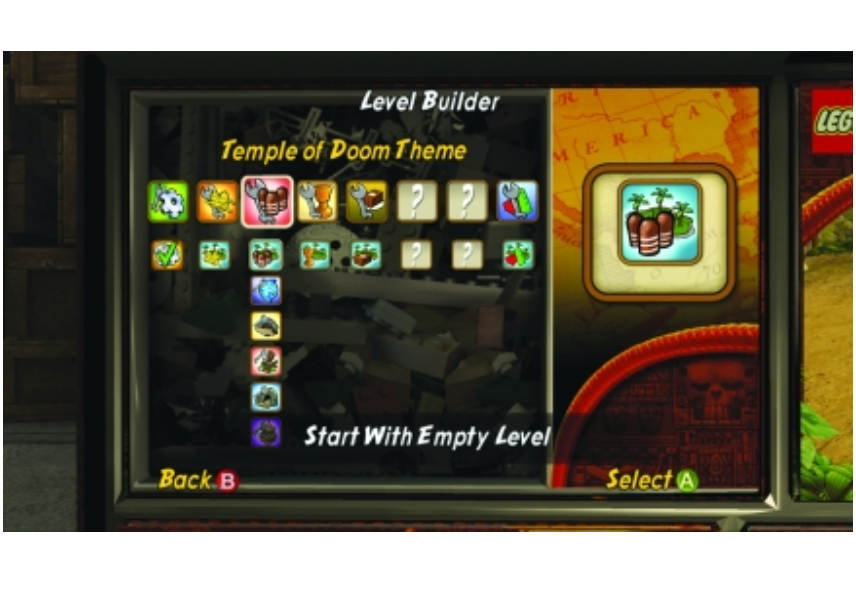


The Creator is new to the LEGO games and allows you to customize several different things in the game and even create your own levels to play. Creator is divided into four different areas: Level Builder, Character Creator, Build Your Own Adventure, and Quick Play. Level Builder lets you take existing levels from those you have already played within the six play sets and make modifications and additions to them.

You can also create a new level from scratch. The Character Creator allows you to make your own custom characters using many different pieces and then save them to use in your custom levels. Build Your Own Adventure lets you take an existing or custom level and add cutscenes to the start and end to turn a level into a complete adventure.

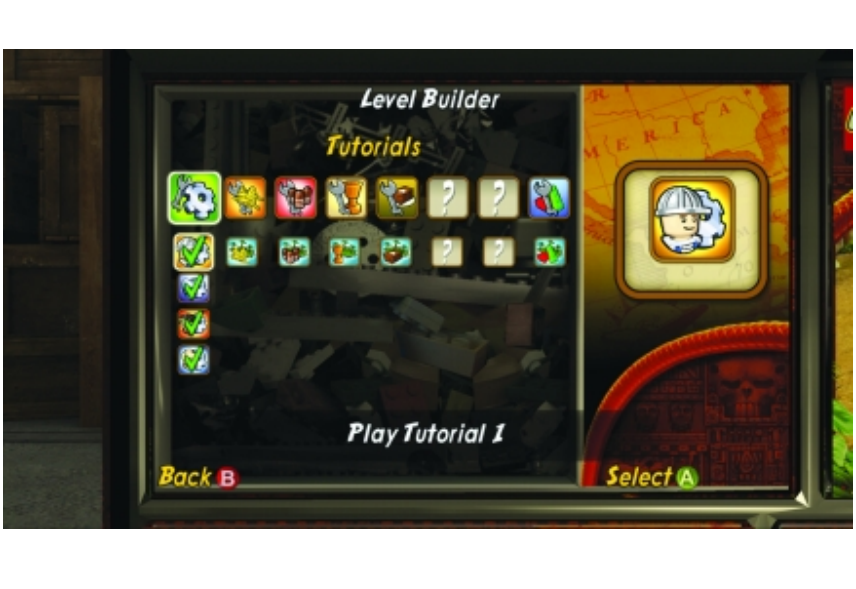
Finally, Quick Play lets you play an existing or custom level with your choice of two characters - either those included in the game or those you have created.

Level Builder



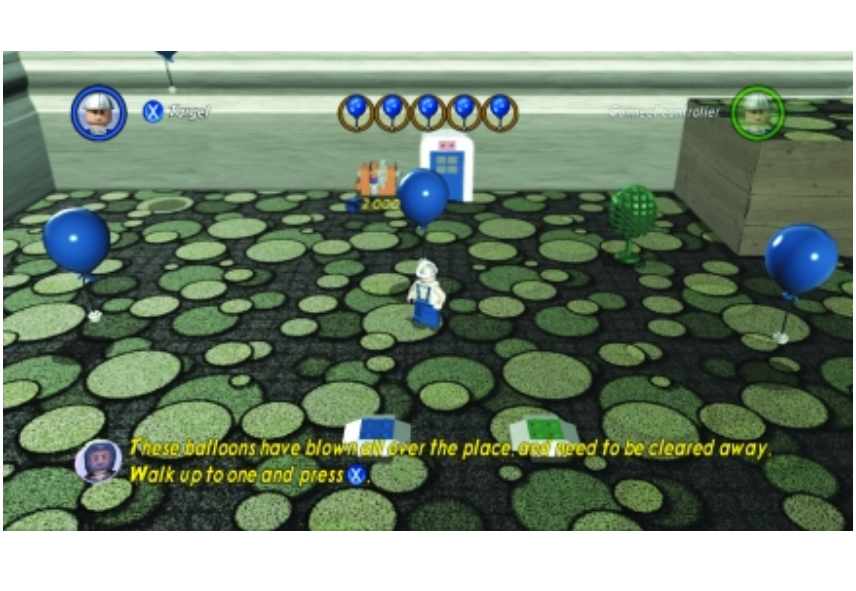
Level Builder is the main tool for creating or modifying levels. You first select a theme from the six play sets and the super bonus levels. Themes contain the characters, objects, pieces, and so forth, that are used to create the levels within that play set. Then within a theme, you can pick from one of the five bonus levels in that play set or start off with an empty level.

The Tutorials

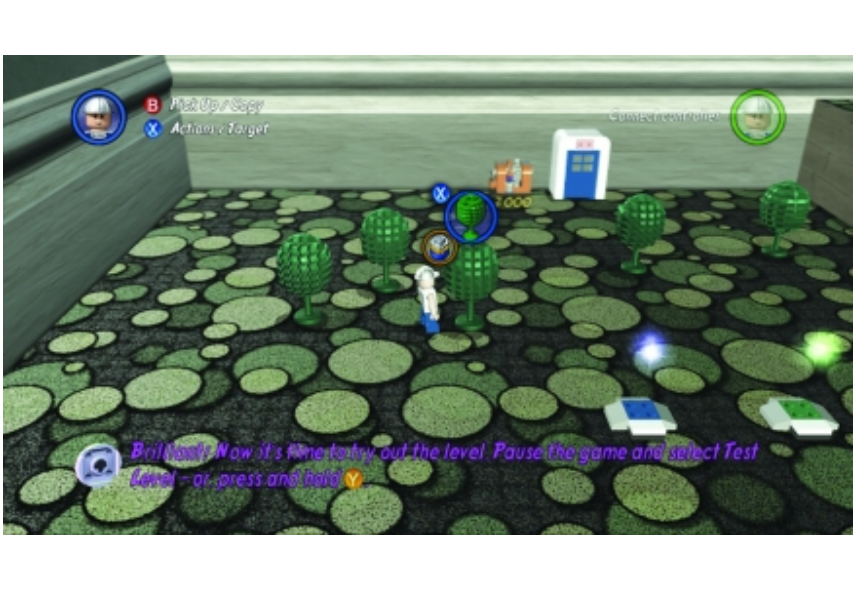


When you are first getting started, it is a good idea to try out the tutorials. There are four of these levels in which you learn about the four Creator characters and what each can do.

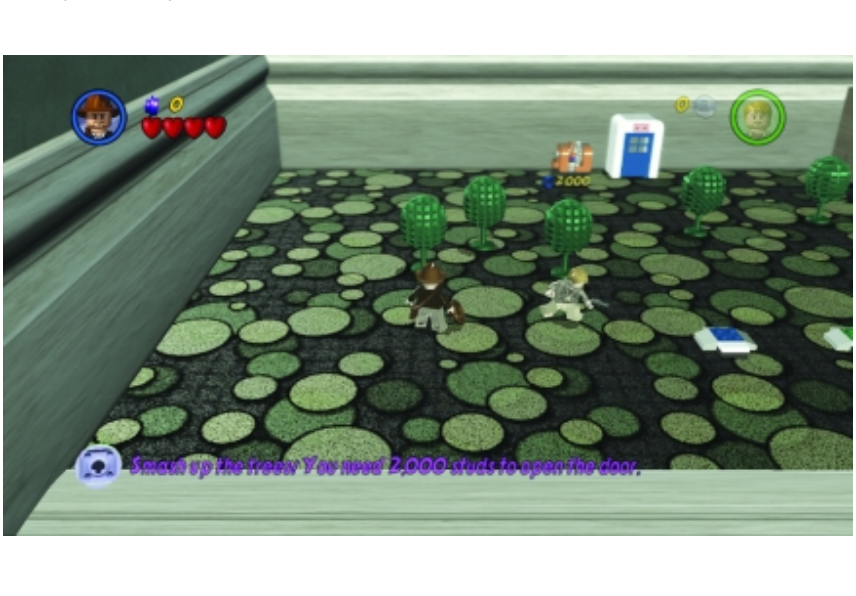
Tutorial 1


These balloons have blown all over the place and need to be cleared away
Walk up to one and press X

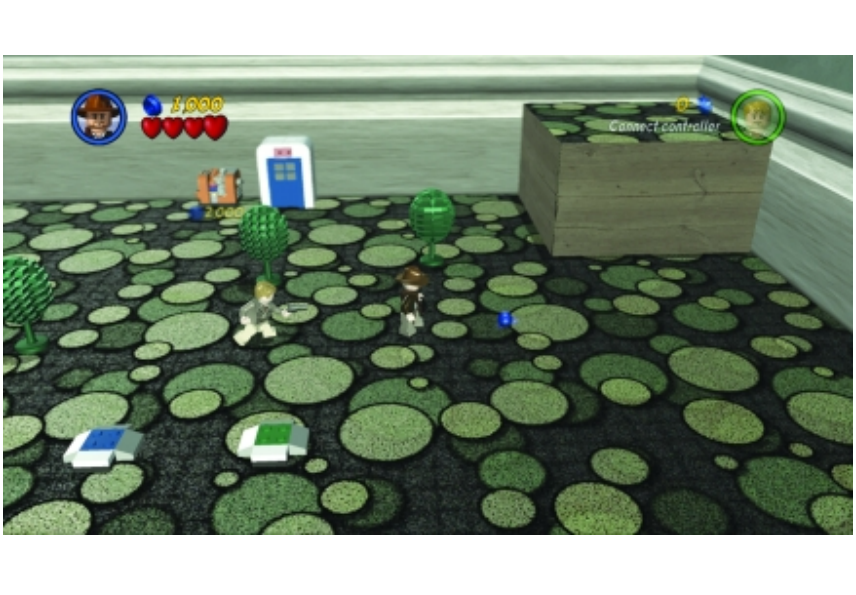
This first tutorial puts you in control of the construction worker character. He is responsible for all of the objects in a level. The first task is to learn how to delete objects from the level. Follow the directions to remove five balloons from this level.



Next you must plant some trees. Place five of them in the level and then test out the level.

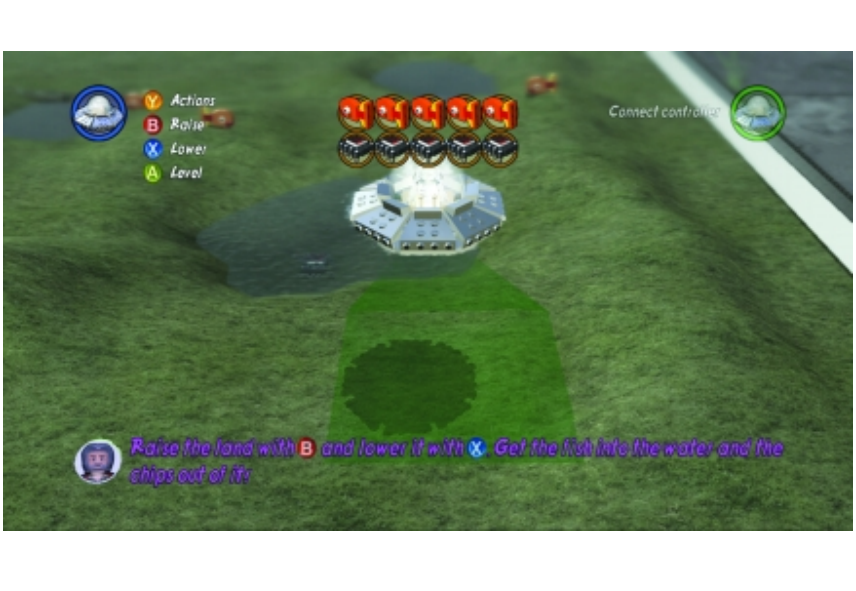


During the test, you have to collect 2,000 studs. Since there are not enough trees to smash, you must add more objects to break up so that during a test of the level, you can get 2,000 studs to open the door to exit the level.

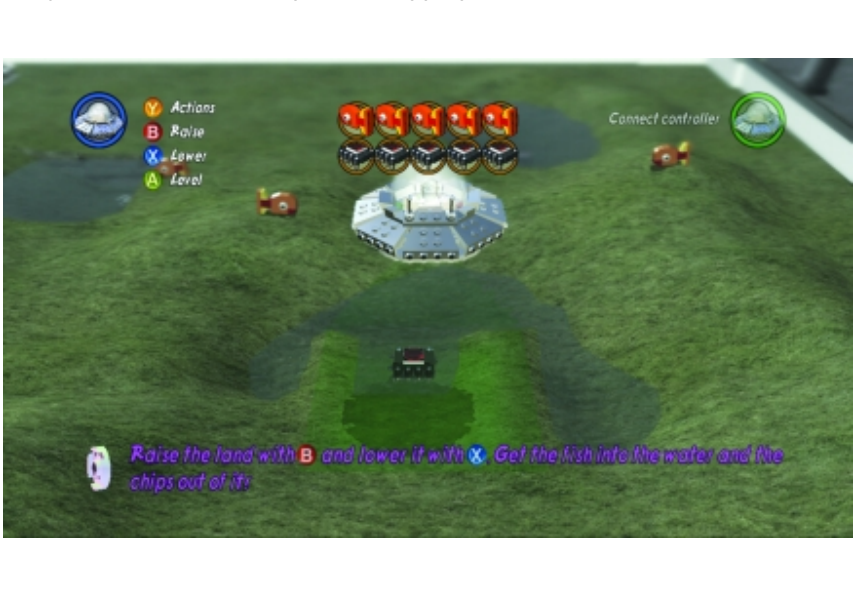


Now you can add other objects in addition to trees, including individual studs. Place more objects and then test out the level. Once you have 2,000 studs, exit through the open door to complete this tutorial.

Tutorial 2

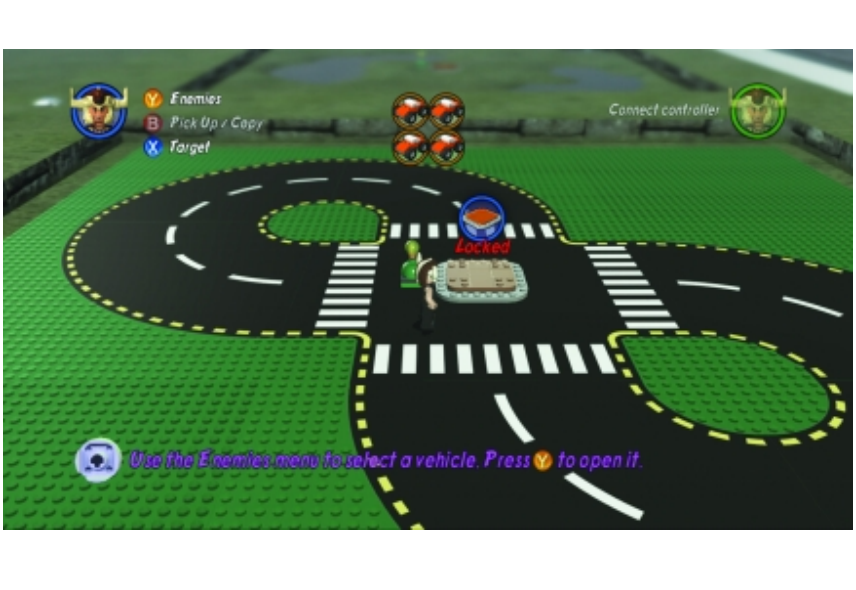


The second tutorial teaches you how to raise and lower the landforms in the level. Use the Interdimensional Being in the UFO to fly around the area, and press the appropriate buttons to either raise or lower the elevation of the land.

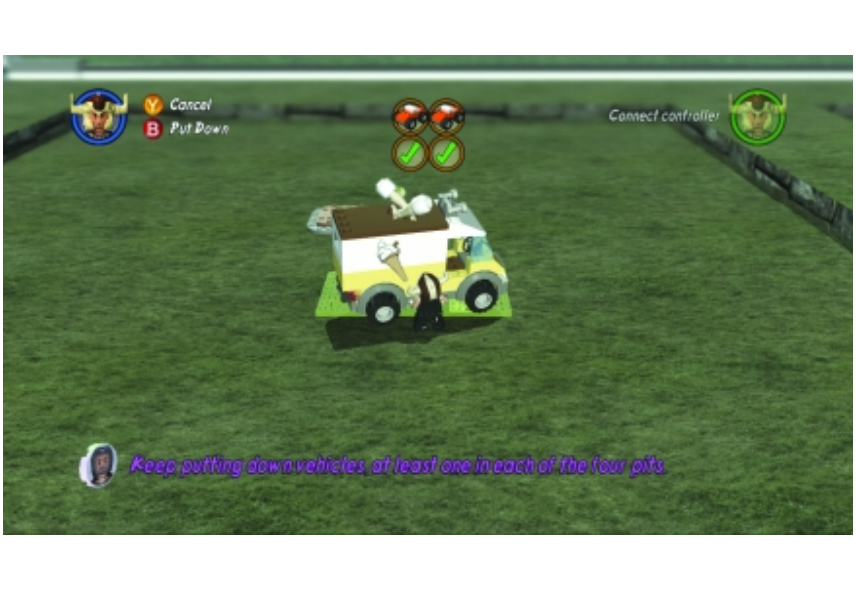


The task for this tutorial is to lower the land near the fish so they end up underwater and to raise the land around the computer chips to get them out of the water.

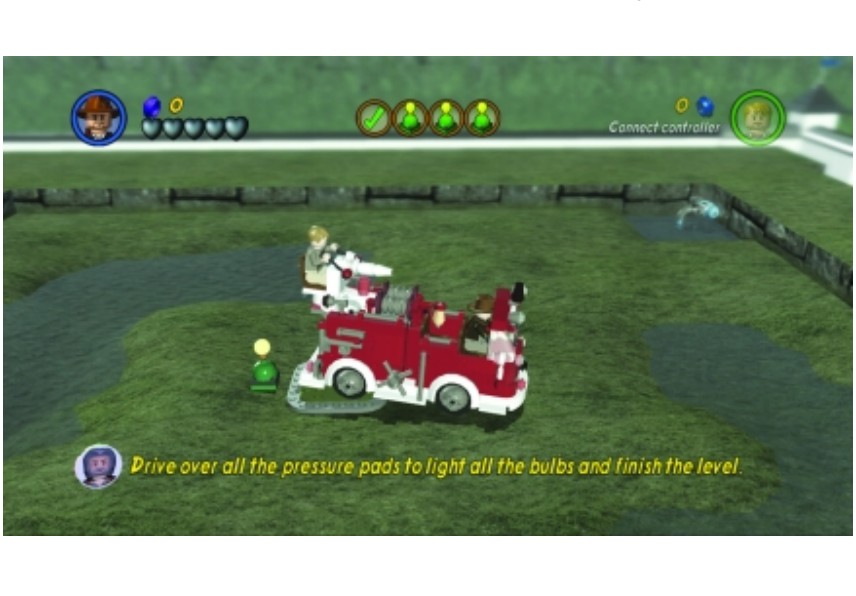
Tutorial 3



Mola Ram is the character you will use to place enemies, including vehicles. There are four pressure plates in this level that must have a vehicle sitting on them in order to turn on an adjacent lightbulb.

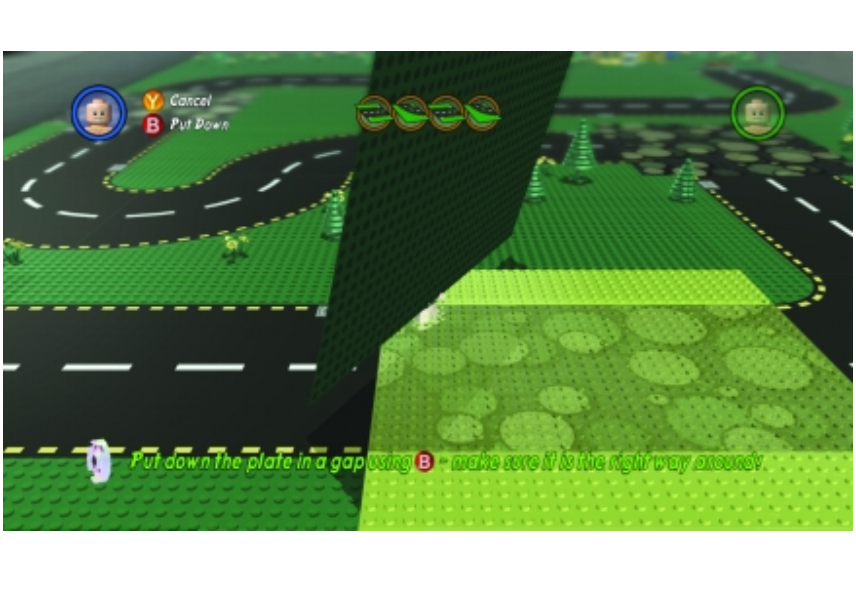


Follow the onscreen directions to select vehicles, and then place them in each of the four sections of the level.

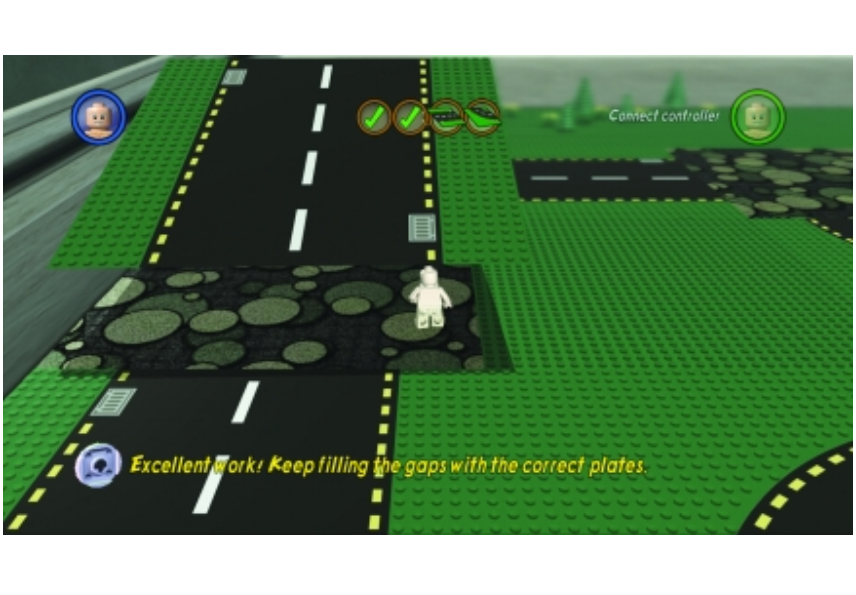

Drive over all the pressure pads to light all the bulbs and finish the level

Now test the level and hop into the vehicles so you can drive over the pressure plates and light all the bulbs to complete the level.

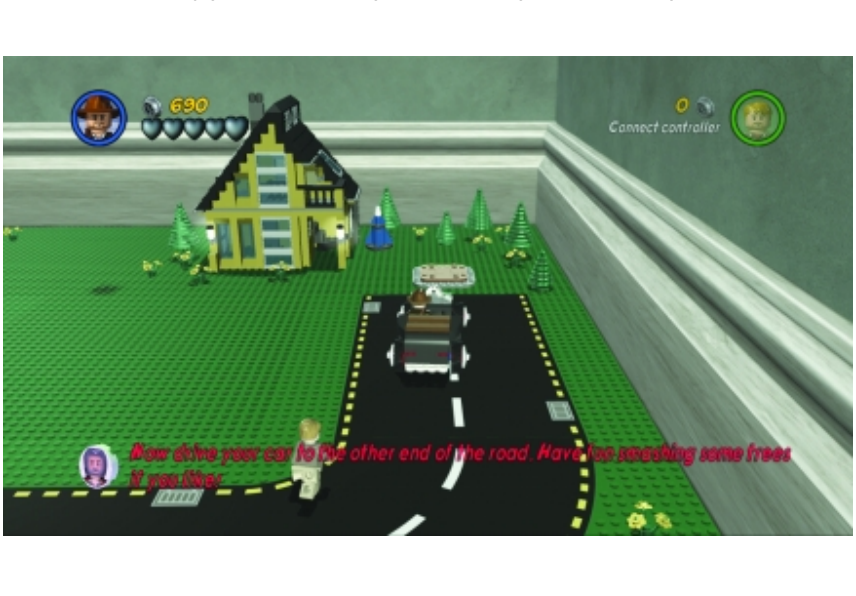
Tutorial 4



In the last tutorial, your task is to select and place baseplates to connect the road. You use the Enemy Boxer to set down baseplates. Select the correct plate from the menu, and then turn the character as needed so the baseplate is facing the way you want it before setting it down.

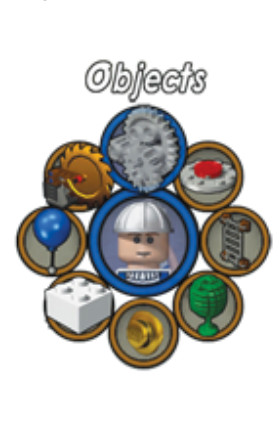

Excellent Work! Keep filling the gaps with the correct plates

You must correctly place four baseplates to complete the first part of this level.

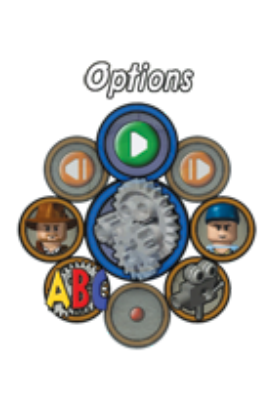


When you get to test the level, drive the Hotrod along the streets to the pressure plate by the house to complete this level.

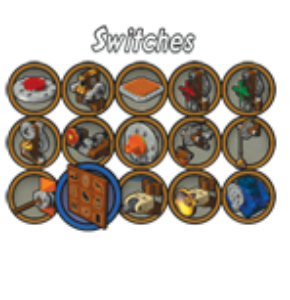
Objects: The Construction Worker



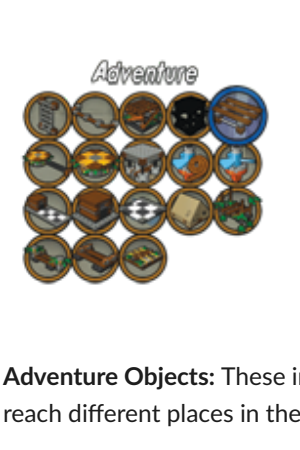
The Objects mode uses the Construction Worker character to place objects around the level. The menu has eight different choices.



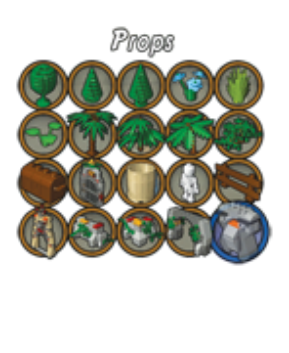
Select Options when you want to test the level, choose which characters will be used by players 1 and 2, name the level, and change the camera level and angle. You can also undo or redo previous actions. The objects available to you include the following:



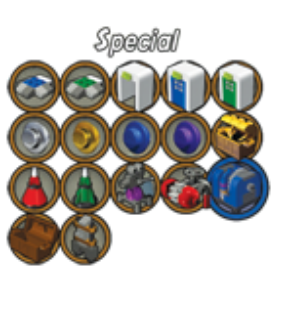
Switches: This lets you choose from 15 different switches that you can place in the level to activate triggers. These objects require players to interact with them.



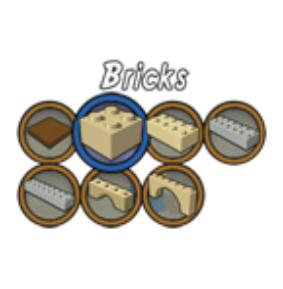
Adventure Objects: These include platforms, ladders, checkered tiles, and other objects that players must interact with to reach different places in the level.



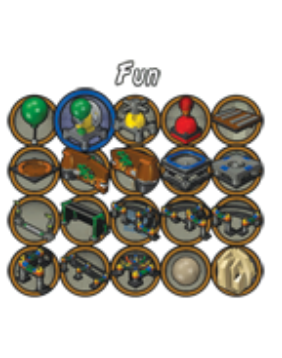
Props: These include trees, flowers, gates, fences, and some statues. These are there primarily for looks.



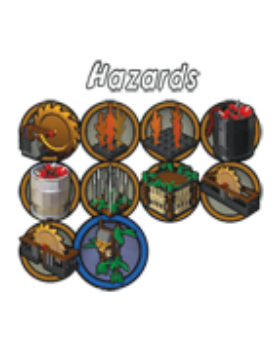
Special: This is where you can find studs, generators, artifacts, doors, and the starting locations for the two players.



Bricks: You can pick from several different types of bricks, which come in a few different colors. Even after you place a brick down, you can change its color to suit your fancy.

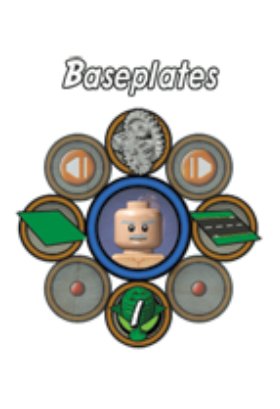


Fun Objects: These are usually not necessary to complete a level, but they do add color and excitement to the level.

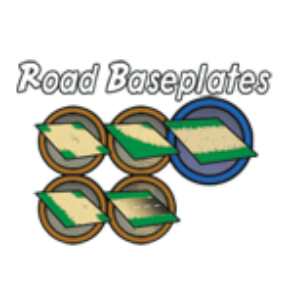


Hazards: If you want to add some danger to the level, then select from a variety of hazards that the players must avoid.

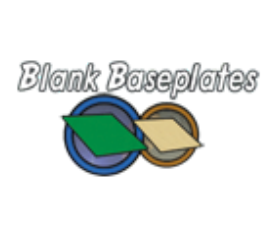
Baseplates: Enemy Boxer



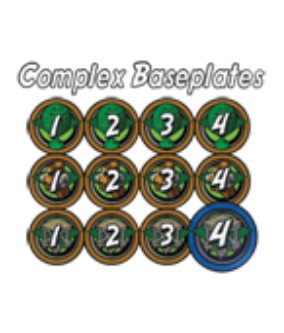
The Enemy Boxer is the one who can set down a variety of baseplates. There are three different categories of baseplates: roads, blank, and complex.



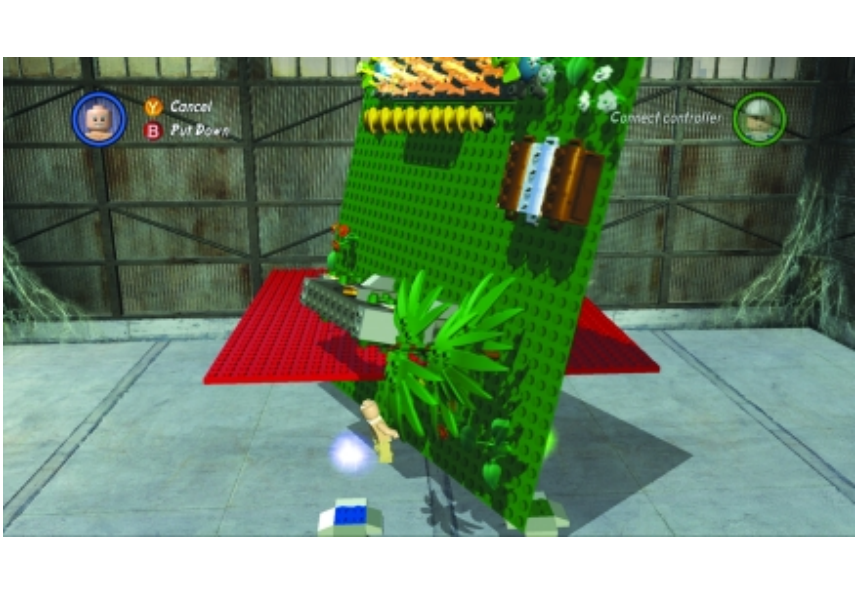
If you want your level to include roads, there are five different types of road shapes from which you can select.



You can also choose from different colors of blank baseplates.

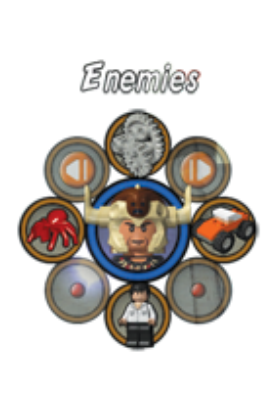


Try out the complex baseplates as well. These come with objects already on them.

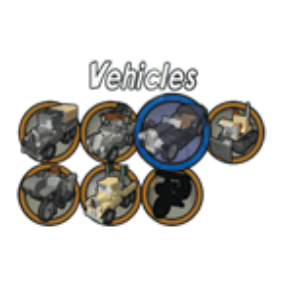


Complex plates are a fun way to put a lot down all at once. Then you can still modify the objects on the plate as desired.

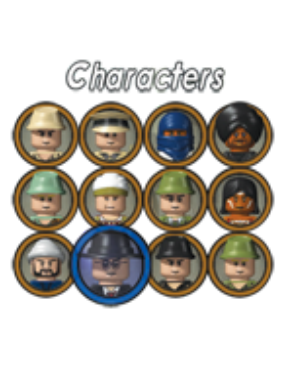
Enemies: Mola Ram



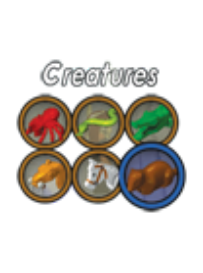
There are three different categories of enemies: vehicles, characters, and creatures.



Though not really enemies, vehicles are included under this category.

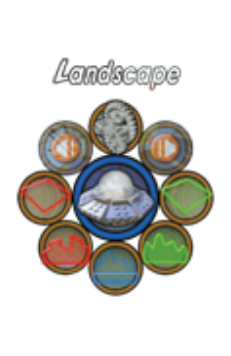


Characters can be placed in the level from this menu as well. They will all act hostile toward the players.

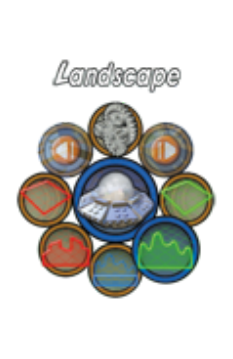


Creatures are a fun way to add something to the level. Some creatures, such as horses, can be ridden while others just act as a threat.

Landscape: Interdimensional Being

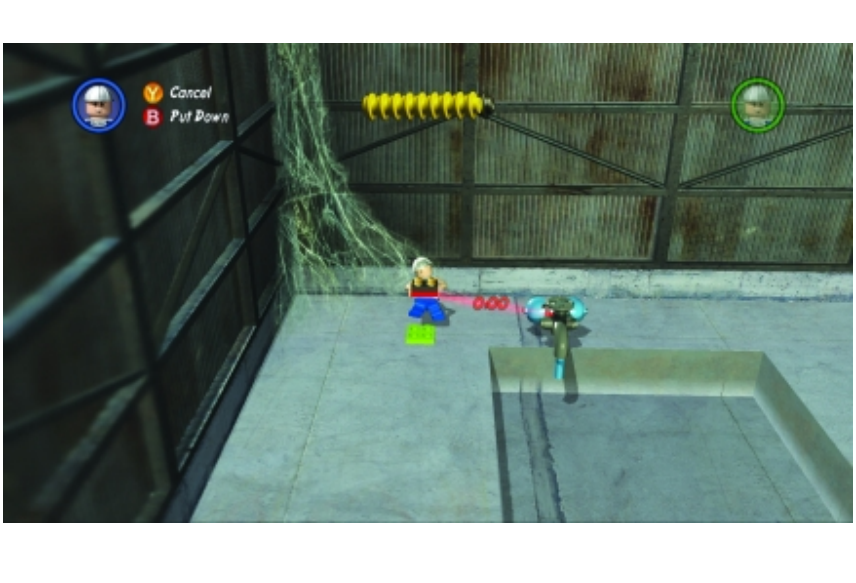


Landscape allows you to raise or lower the elevation of the land and select which shapes those changes will take. There are five different options: Shape Cliffs, Shape Smooth, Random Hills, Random Cliffs, and Flatten Landscape. Shape Cliffs raises or lowers land in a square shape for making vertical walls and pillars, while Shape Smooth creates rolling hills. Both of these tools allow you to select the size of the area you will be manipulating.

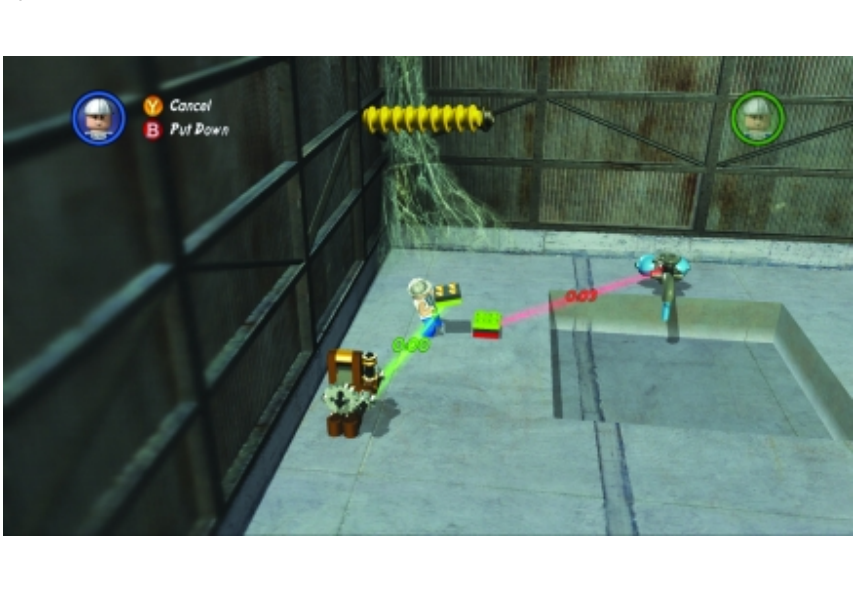


Random Hills and Random Cliffs will randomly create hills and pillars throughout the level. If you want to just start over, select Flatten Landscape.

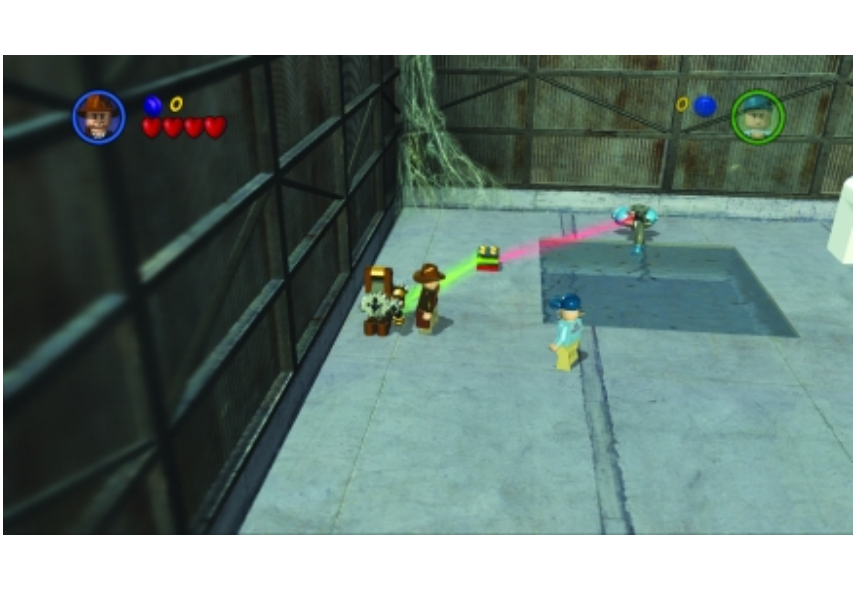
Using Sockets



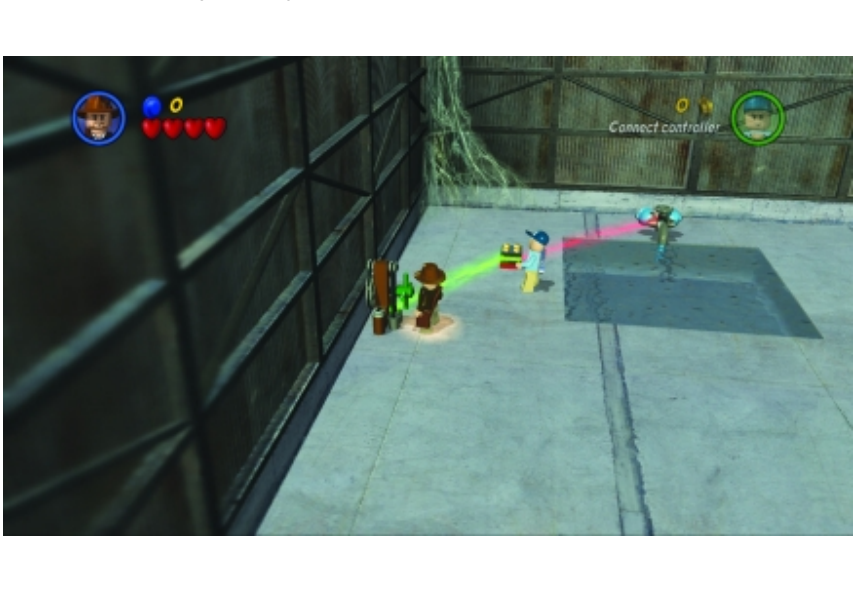
All interactive items have an attached socket. For example, a player used the landscape tools to lower cliffs into the level to create a pool. The Construction Worker placed a water pump to fill this pool. Notice the red socket. These need to be triggered by a switch.



The Construction Worker now places a lever which is a switch into the level. Note that the socket is green; this means it is a switch. The Construction Worker places the green socket onto the red socket to connect the lever to the water pump.



When the level is tested, Indy walks over and pulls the lever. This causes the water pump to fill the pool. Since levers can only be used once, the pool stays full.

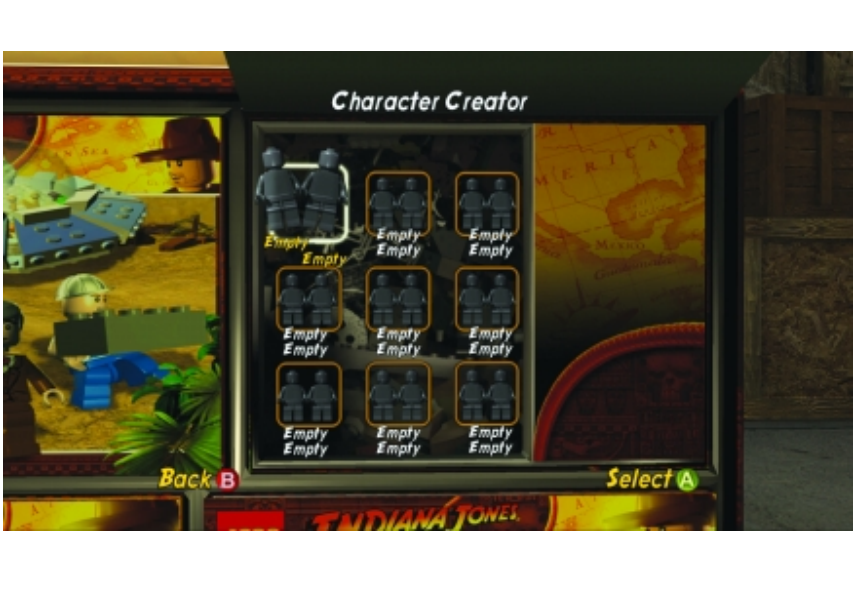


However, if the lever is changed to a wheel, which can be activated and deactivated, turning the wheel once fills the pool and turning the wheel again empties it. Sockets are a powerful tool for creating impressive levels. Experiment with different switches and other interactive items to practice and see how they work together.

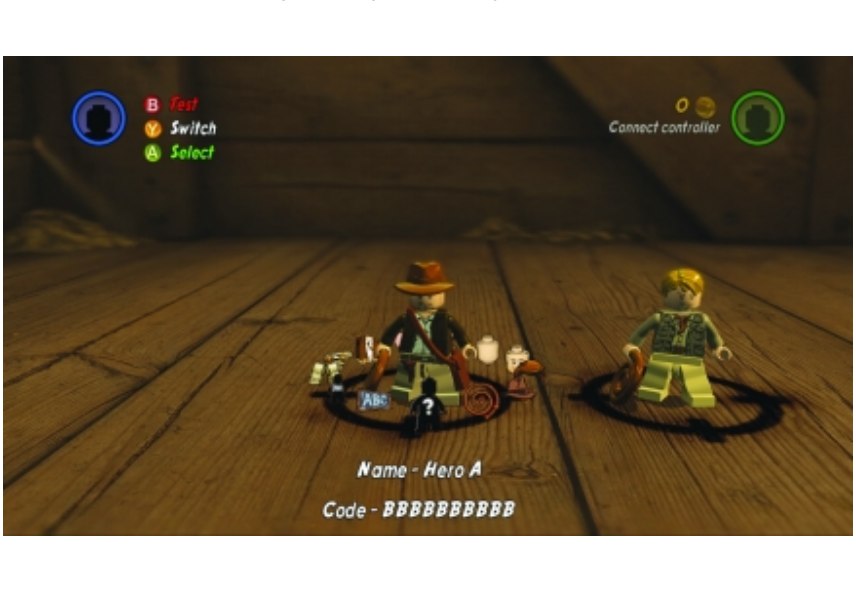
Tip

For sockets, you can set a delay for an action. For example, you could make a delay in the water pump so it does not start filling the pool until ten seconds after Indy pulls the handle.

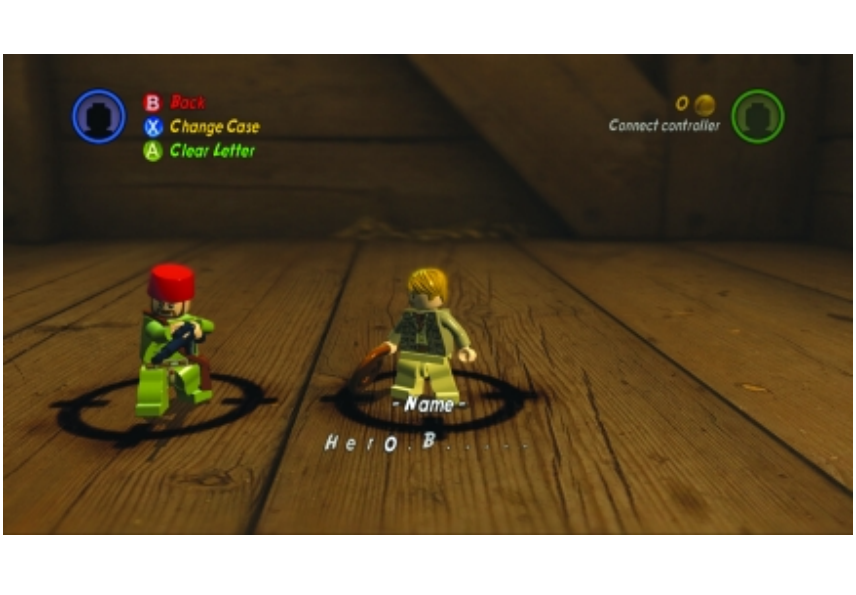
Character Creator



The Character Creator is quite simple and easy to use. You create and save characters in pairs.

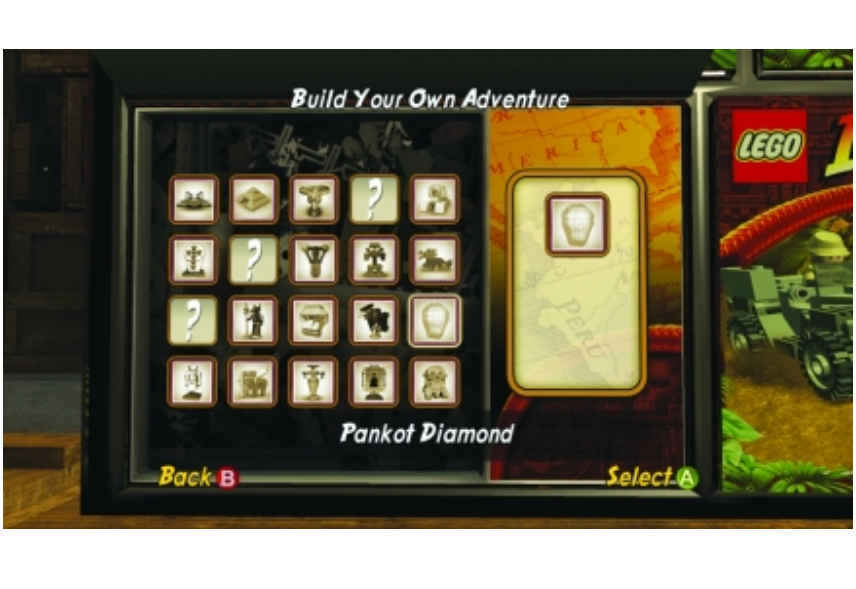


Here you can adjust all the pieces of a character, including their hat, hair, shirt, sleeves, hands, pants, face, and so on. You can even choose which weapon or equipment they carry, and you can give them a new name.

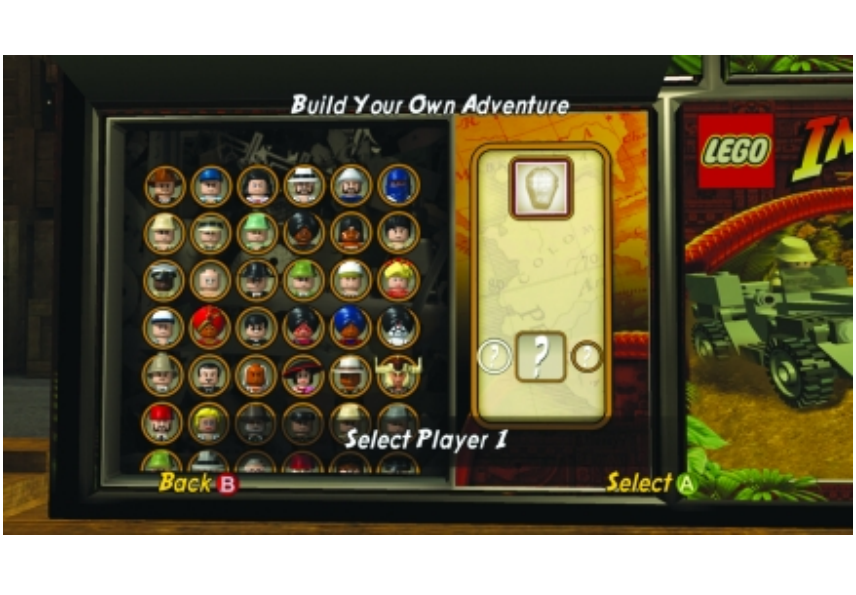


Once you create a character, you can then test them out inside the crate in which you build them. Save your pair of characters; then you can use them in other created levels.

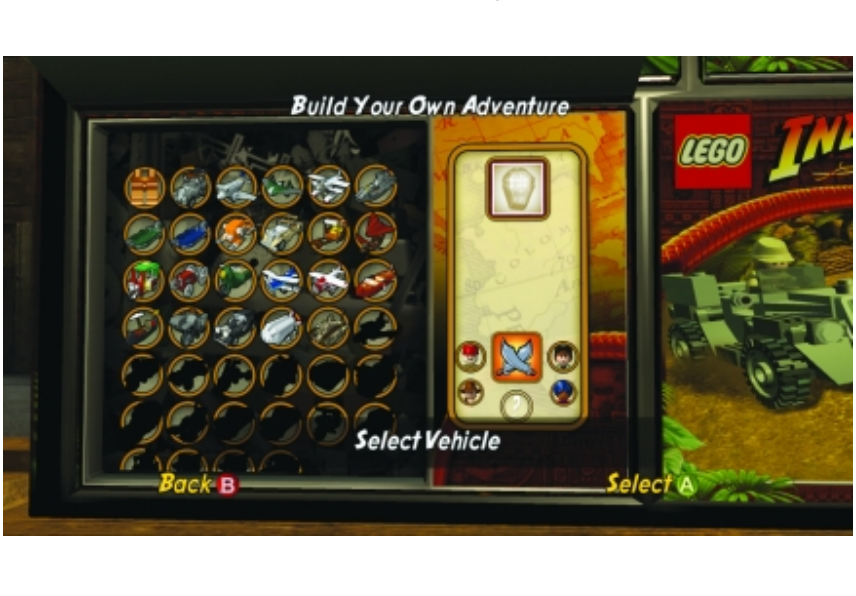
Build Your Own Adventure



When building an adventure, you start off by selecting an objective for the characters to get.



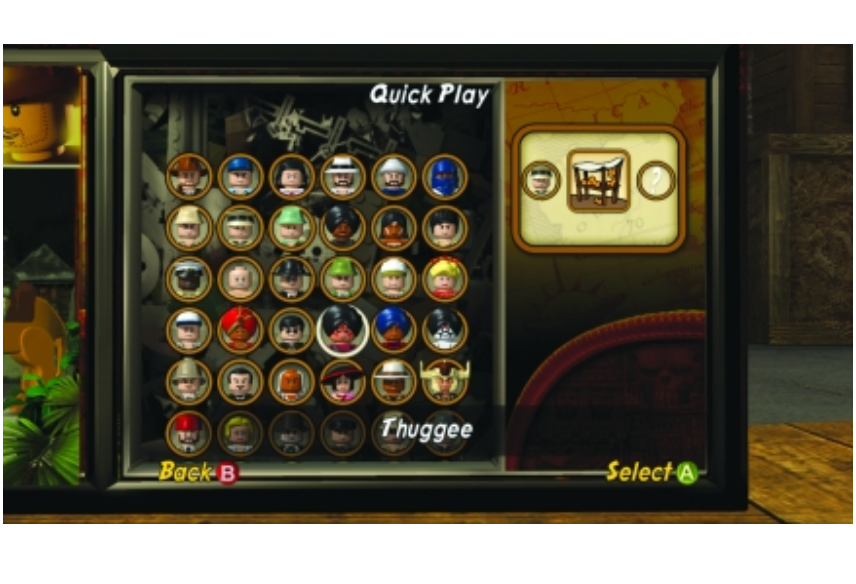
You can then select from all of the characters you have unlocked or created for players 1 and 2.



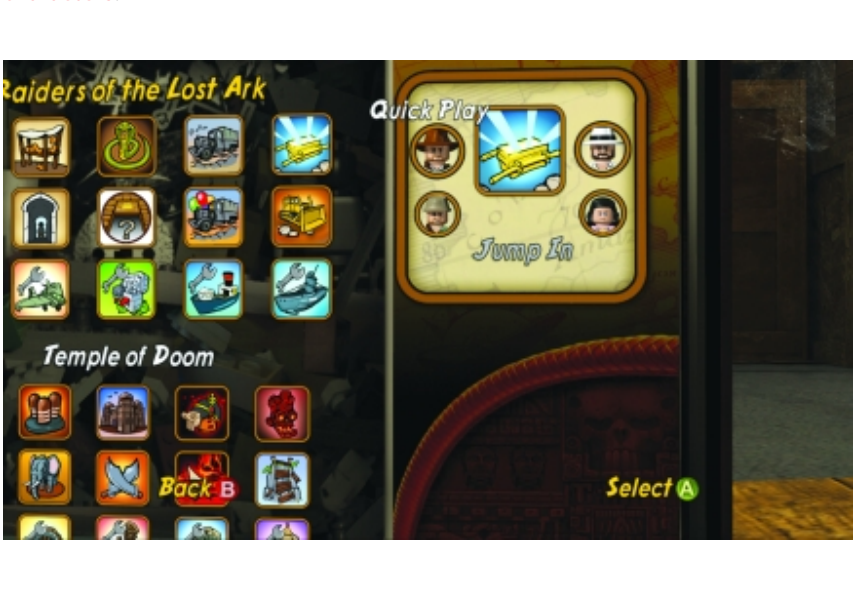
You can even select a vehicle for your character to arrive at the level in during the opening cutscene. Finally, choose a story, treasure, or bonus level from the game or a level you have created.

When you then play the adventure, your characters will arrive on the scene driving the selected vehicle. Once they get the artifact or other ending requirement, a new cutscene will play as an end to the adventure.

Quick Play



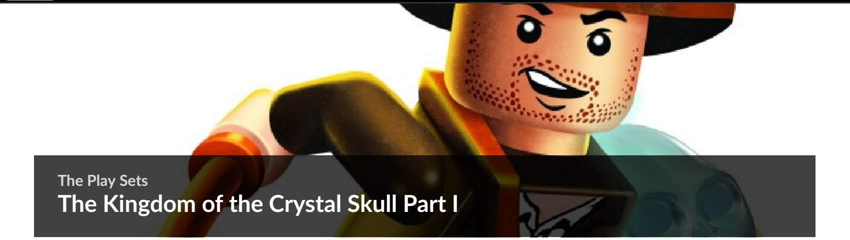
The last option in Creator is Quick Play. This is for when you just want to get in and do some playing but want to select your characters.



Select characters for players 1 and 2, then choose one of the story, treasure, or bonus levels or one you created. Once you have made your decisions, select Jump In to get the level started.

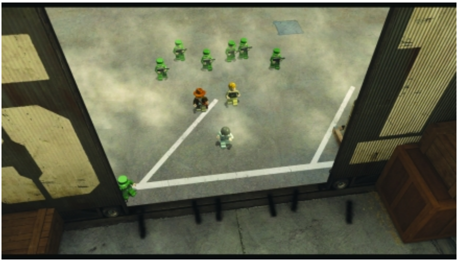
Tip

Creator offers a lot of fun activities that allow you to create your own levels or quickly customize existing levels. Experiment with many different things and you will eventually be creating some very exciting and adventurous levels for you and others to play.



The Play Sets

The Kingdom of the Crystal Skull Part I



Checklists

Characters

Indiana Jones (Cristal Skull)	Mac	Janitor	Mutt
Russian (US disguise)	Russian Digger	Hangar Guard	Agent
Brawler	College Female	Greaser	Stanforth
General Ross	Taylor	Mannequin Man	Mannequin Woman
Mannequin Boy	Mannequin Girl		

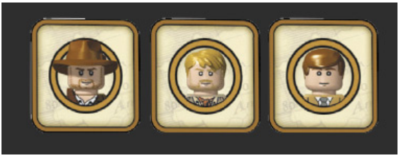
Vehicles			
Army Jeep	Sabre Jet	Motorbike	Hotrod
Tricycle	Ice Cream Van	Fridge Car	Fire Truck

Hangar Havoc

While searching for an artifact in the southwestern United States, Indiana Jones and Mac are abducted by Russian agents disguised as American troops. Led by the mystic Irina Spalko, the Russians take Indy and Mac to a secret U.S. military base in the desert.

Here, Spalko orders Indy and Mac to find a crate containing a rare and powerful artifact with mysterious magnetic properties.

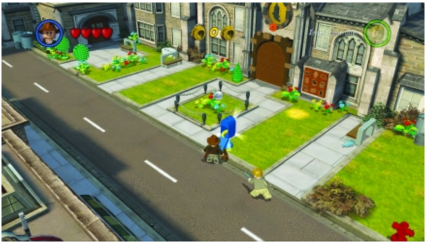
Story mode characters: Indiana Jones, Mac, Janitor



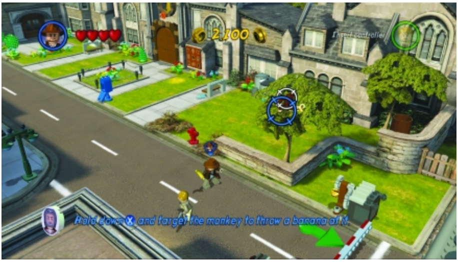
True Adventurer stud requirement: 59,000

After an artifact at Marshall College was damaged, Indy was given train tickets to the southwest to recover a replacement artifact. However, before Indy and Mac can board the train, they must first raise the crossing guard arm. A monkey in the nearby tree holds the key to the crossing guard mechanism.

Tip

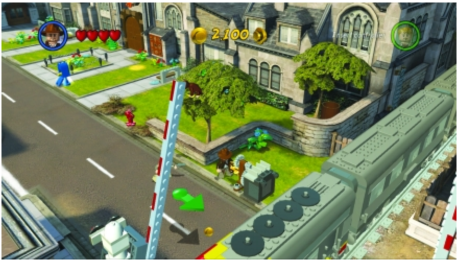


The monkey will trade the key for a banana. Hit the nearby blue mailbox to open it and pick up the banana inside. You can also find bananas on a rooftop and at a fruit cart, but the mailbox is the closest.



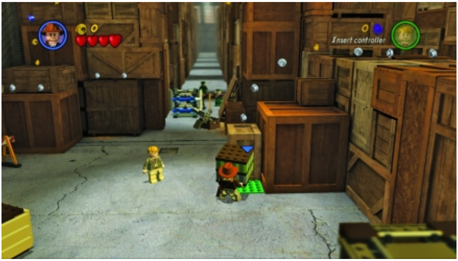
Hold down Ⓧ and target the monkey to throw a banana at it.

Now target the monkey and throw the banana up to him. The monkey will then throw the key down to you.



Take the key to the mechanism by the railroad tracks and insert it. Turn the key to raise the crossing guard arm. Move toward the train to climb aboard and make your way to the southwest.

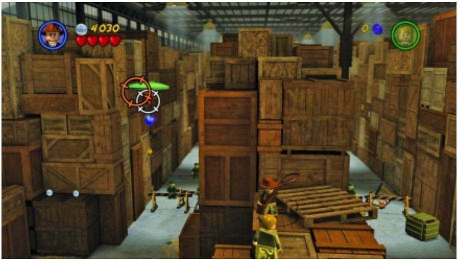
Hangar 51



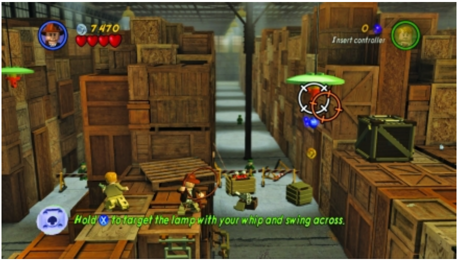
After the cutscene, begin your search for the mysterious crate. There are plenty of breakable items in this area near the hangar's entrance, so take a few moments to smash some items and collect studs. Next, grab the small unbreakable box and drop it on the green floor plate next to the stack of crates. Use this box as a step to reach the top of the crate stack on the right.

Tip

If you are going for your True Adventurer award, it is a good idea to smash all the crates you can in each section of the warehouse before continuing on.

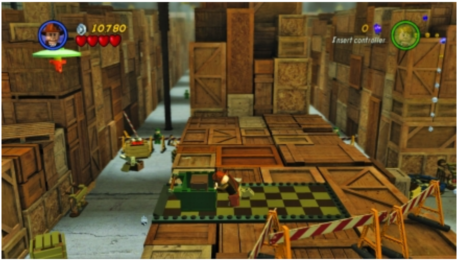


From the top of the crate stack, use Indy's whip to grab the orange handle beneath the light to the left. Climb up the whip to grab the blue stud at the lamp's top; then swing across to the adjacent light to grab two more blue studs. To reach the second light, jump, then whip to automatically grab hold of the orange handle.

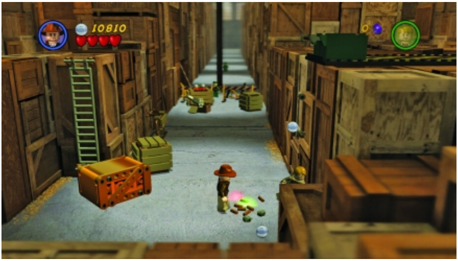


Hold X to target the lamp with your whip and swing across.

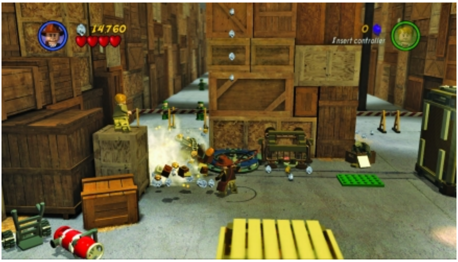
From atop the crates, use Indy's whip to swing across this aisle-but be sure to grab the blue stud at the lamp's top before jumping across. Since Mac doesn't have a whip, you'll need to find a way to help him across this aisle.



To do this, approach the tiled floor section at the top of the crate stack and slide the green box toward the edge on the left. As the green box reaches the edge, it tips, spilling a small wooden crate onto the floor below.



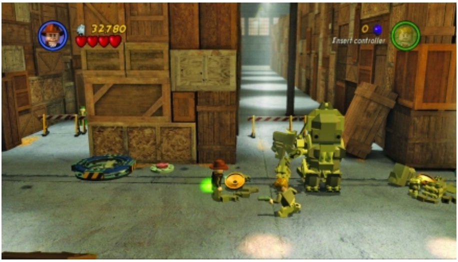
Drop to the floor where the small crate landed to find a small LEGO pile. Assemble the pieces to form a makeshift ladder along the side of the large crate stack. You earn a blue stud upon completing the ladder. Mac and Indy can now use these pieces to reach the top of the crates. Simply jump from one rung to the next until you can grab the handle on the green box to reach the top. However, before heading back up to the top of the crates, smash all the smaller creates to find some more studs.



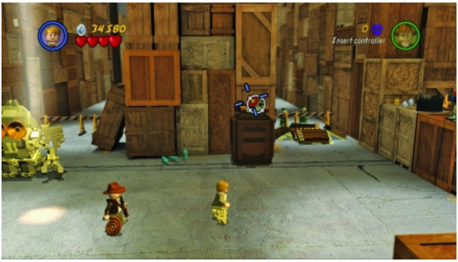
Continue to the next area and start smashing crates and gathering studs. The three largest crates contain components of a robot that you must assemble. But at the moment, continue smashing anything that breaks to earn some studs.

Tip

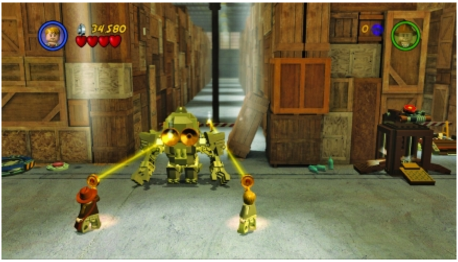
Smash the equipment next to the blue fan on the floor to reveal a red pressure switch. Have Mac stand on the switch to activate the fan while Indy rides the current of air skyward to grab several studs, including one blue stud and one purple stud.

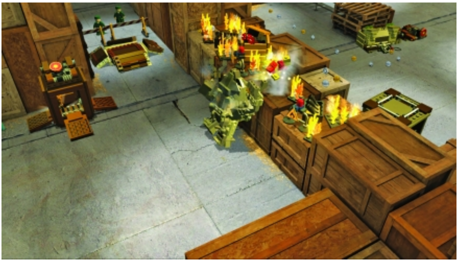


Now turn your attention to assembling the robot. Pick up the two boxes of parts you find when smashing crates and place them on the green plates flanking the robot. Once both boxes are in place, assemble the robot's arms. Although the robot is assembled, it isn't activated.

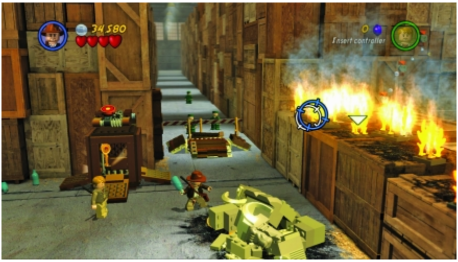


Locate the large crate with a red and yellow target on top of it. Use Mac's pistol to shoot the target; this opens the crate. Inside the crate are familiar-looking staffs. Make sure Mac and Indy both grab a staff and return to the robot.

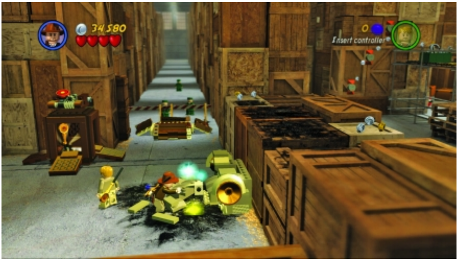




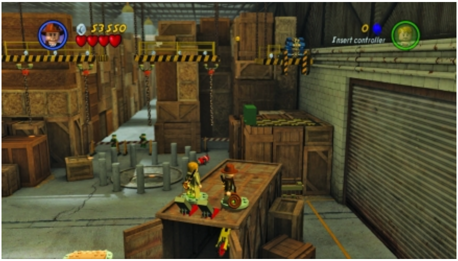
With a staff in hand, interact with the two small circles of light in front of the robot. Once the staff is in place, a beam of light is emitted from it. Focus the light beam on one of the gold discs on the robot's torso. Once both gold discs are illuminated, the robot comes to life and crashes into the stack of crates on the right, setting off a chain reaction of explosions that make the crates catch fire.



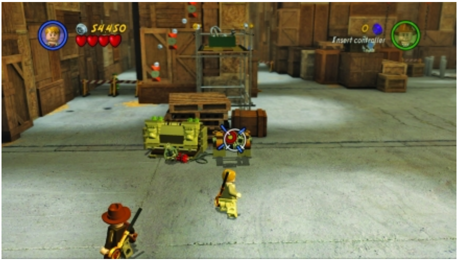
Follow the robot's path to survey the damage. The robot has been reduced to a large LEGO pile, and the crates near it are on fire. Grab one of the bottles of water next to the crate containing the staffs. Now hold down the Throw button, place the blue targeting crosshairs over the white reticule that appears over the fire, then toss the water bottle at the fire. White inverted triangle icons appear over areas of the fire that you can target. It takes two bottles of water to completely extinguish the fire, clearing a path to the next area.



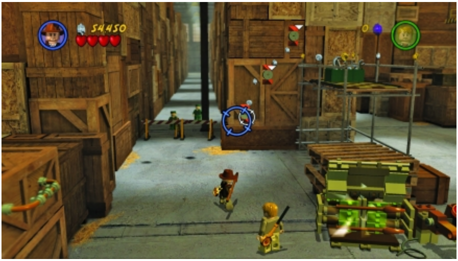
Now assemble the pieces from the destroyed robot to create a set of steps leading up to the next stack of crates. Climb onto the crates, pick up some studs, then drop to the area below.



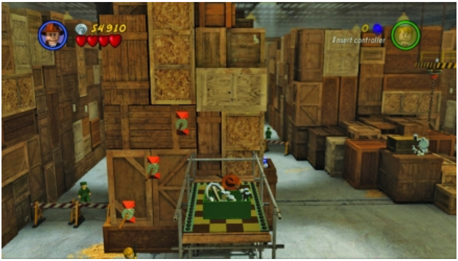
There are plenty more items to smash in this next area, so don't hesitate. Once you've done some damage and collected a few more studs, climb onto the large crate to the right and stand on one of the pressure switches. Mac will stand on the other, and the crate will open to reveal a tricycle. Park the tricycle on one of the large orange pressure pads.



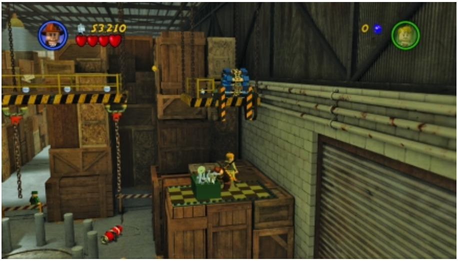
Now head back to the left and use Mac's pistol to shoot this target. Doing so causes the adjoining crate to open, revealing three spears.



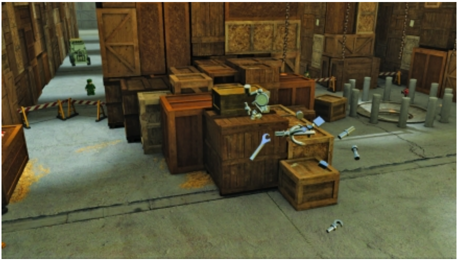
Grab a spear and locate the three spear sockets in the wall of crates just ahead. Aim and toss a spear into each of the three sockets. Once all three spears are in place, jump from one spear to the next to reach the top of the scaffolding on the right.



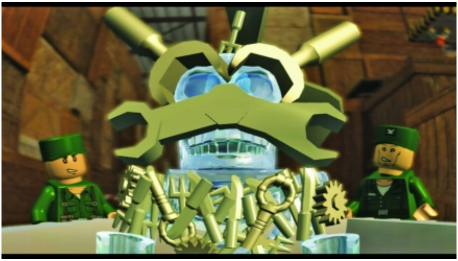
Once atop the scaffolding, push the green box along the tiled floor section. As the box reaches the ledge, the metal contents spill out. But instead of tumbling to the floor, the metal objects fly off to the right, attaching themselves to a wooden crate in the distance.



After smashing all the crates you can and collecting the studs, climb to the crate stack to the left of the hanging chains; then swing across the chains. Leap from one chain to the next, gathering blue studs along the way. From the fourth and final chain, leap to the stack of crates on the right. Another box of metal objects awaits atop these crates. Push the green box along the tiled floor until you reach the edge, then spill its contents.



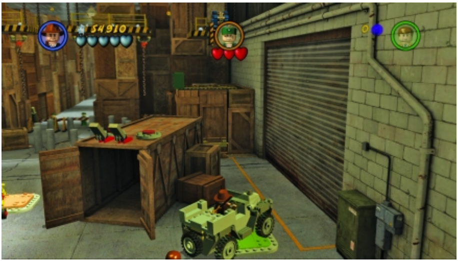
Like before, the metal objects fly through the air and attach themselves to the same crate. It looks like you found whatever Spalko is looking for....



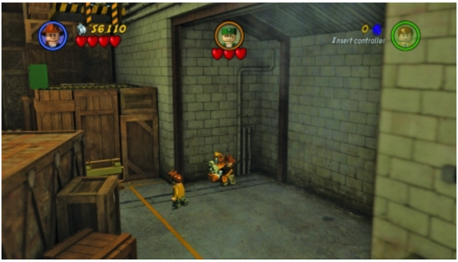
Spalko and her men reveal the mysterious artifact in the crate as it attracts more and more metallic objects. The two Russians hand over some money to Mac. It turns out he was working for the Russians all along. Now Indy is vastly outnumbered.

As Spalko and the Russians examine the artifact, Indy attempts to escape, teaming up with a Janitor and his jeep. But Colonel Dovchenko has other plans. He stands atop a crate ready to stop Indy from getting away.

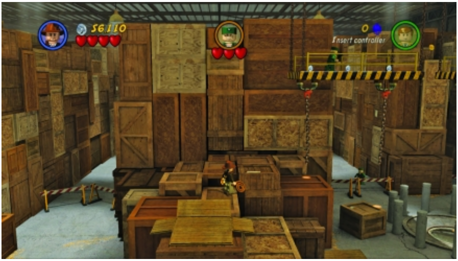
Dovchenko Showdown!



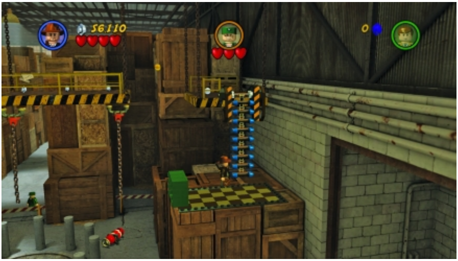
Following the cutscene, immediately hop into the jeep and drive it onto one of the large orange pressure pads on the hangar's right side. During this phase, it's important to keep moving to avoid getting hit by one of the Dovchenko's incoming grenades. Once the jeep is on one pad and the tricycle is on the other, a large door opens on the hangar's right side, revealing a small room.



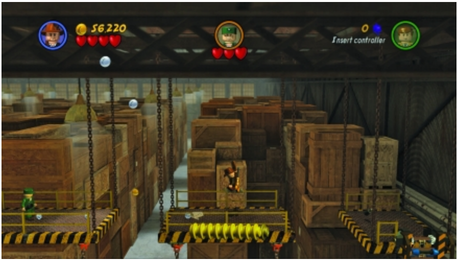
Enter the newly revealed room and pull the switch on the wall. This lowers a ladder leading up onto a catwalk. Once you've pulled the switch, smash the crates in this room to collect a few more studs.



Now it's time to go after Dovchenko. Charge toward his position, dodging grenades while climbing to the stack of crates. As you get close, he retreats, taking up a new position on the catwalk above the room.

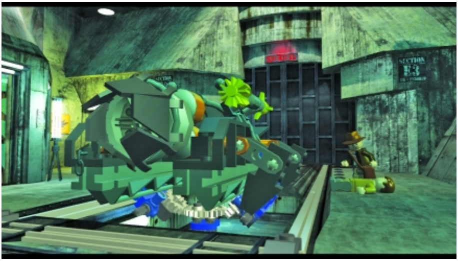


You can't reach the catwalk from this side of the room, so swing across the four chains and leap to the stack of crates, where the newly unfurled ladder awaits. Climb it up to the catwalks.

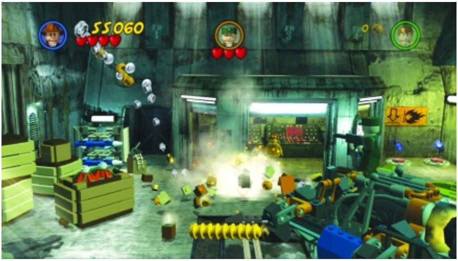


Jump from one segment of the catwalk to the next, avoiding grenades as you go. Once again, Dovchenko retreats to the floor as you draw near, standing on the circular piece of glass below. Follow him to the ground to trigger the next phase.

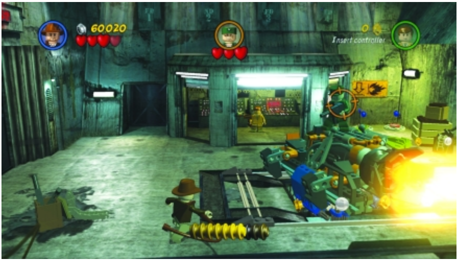
Rocket Sled Control Room



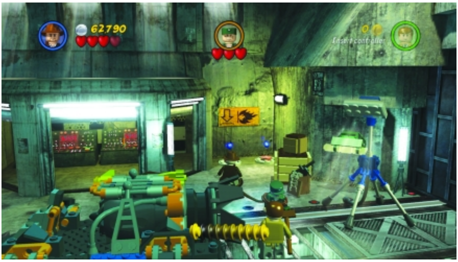
Dovchenko, Indy, and the Janitor crash through the glass and land in a test room containing a rocket sled. After a tussle, Dovchenko climbs atop the rotating rocket sled and attacks with his machine gun and a chain.



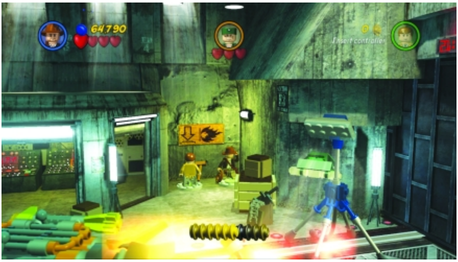
Stick to the perimeter of this compact room and stay on the move to avoid getting hit by Dovchenko's machine-gun fire. It's important to stay away from the sled; otherwise Dovchenko will lasso you with his chain, leaving you vulnerable to the rocket sled's fire-spewing engine. Circle around the room and smash crates and other objects to gather studs before going after Dovchenko.



Once you've gathered as many studs as possible, focus on Dovchenko. Wait until the rocket sled's engine is facing away from you, then use Indy's whip to lasso Dovchenko-aim with the whip until a white crosshair icon appears over Dovchenko.



Ensnaring Dovchenko with the whip stops his attacks. Drag him off the sled and move to the room's right side to locate the two red pressure switches. Press the Use button to leave Dovchenko to the sled's right, and then have Indy and the Janitor stand on both of the pressure switches at the same time to activate the rocket sled's engine.



Still wrapped up by Indy's whip, Dovchenko is helpless and takes damage as the rocket's powerful exhaust passes over him. But this also frees him, allowing him to return to the sled's top. Simply repeat the same process two more times to finish off Dovchenko. Lasso him with the whip, then stand on the pressure switches to deal damage.

After the fight with Dovchenko, Indy and the Janitor escape on the rocket sled, launching them out into the desert, far away from the Russians. But they're far from danger....

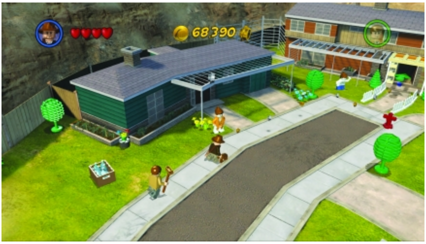
Doom Town

At first glance, Indy and the Janitor have made it to safety, landing in a quaint suburban neighborhood. But something's not right. The streets and houses are filled with mannequins. Suddenly an alarm sounds, and the reality of the situation becomes abundantly clear. This is no neighborhood-it's an atomic bomb test site slated for immediate destruction. How will Indy get out of this one?

Story mode characters: Indiana Jones, Janitor

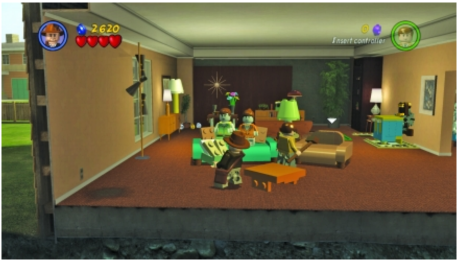
True Adventurer stud requirement: 37,000

Note

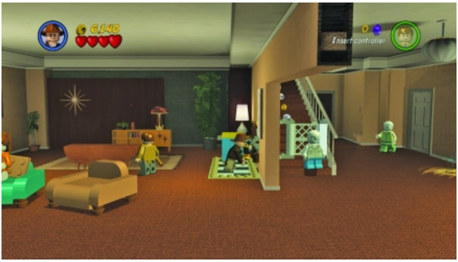


At the end of the "Hangar Havoc" mission, Indy and the Janitor land in the Doom Town area of the hub. To continue with Story mode, walk down the street and enter the house with the green arrow pointing toward its open doorway. You can also go back to the Warehouse and play Raiders of the Lost Ark.

Living Room

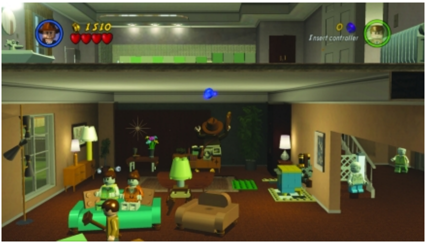


At the start of the level, you can access only the living room and the adjoining hall. You need to find a way to open the gate in front of the staircase so you can access the upstairs area. Start by smashing everything you can to find studs, and then grab the two boxes in the living room and place them on the green floor plate by the blue and yellow cabinet. The first box is located at the back of the room, and the second box is held by the male mannequin sitting on the sofa.



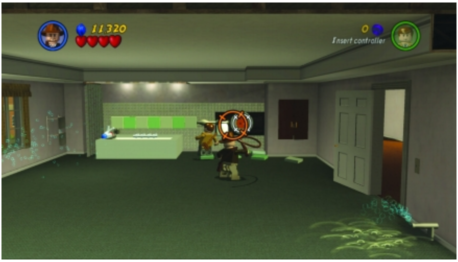
Once you've placed both boxes on the green pad, a LEGO pile appears, prompting you to complete the tiled floor section. Complete the tile floor, then push the blue and yellow cabinet toward the back of the room so you can access the switch on the wall. Pull the switch to open the gate blocking the staircase. Now you can move upstairs.

Tip

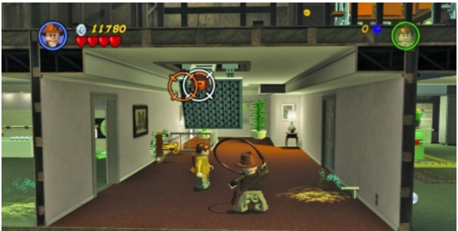


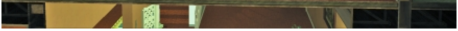
Before leaving the living room, smash as many objects as possible to gather studs. There's a blue stud hovering above the brown easy chair. Jump on the chair and use it like a trampoline to reach the stud.

Bathroom



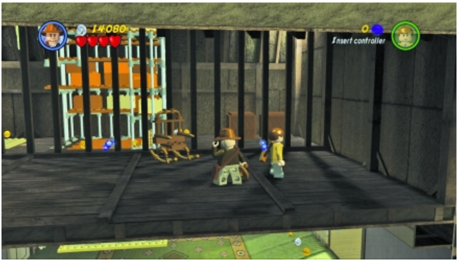
Head upstairs and enter the bathroom. Feel free to smash a few objects along the way. In the bathroom, attack the tiles on the wall behind the toilet to reveal an orange handle. Use Indy's whip to pull the handle; this fills the bathtub with water. In addition, a key falls out of the bathtub's faucet. Grab the key and any studs inside the bathtub.



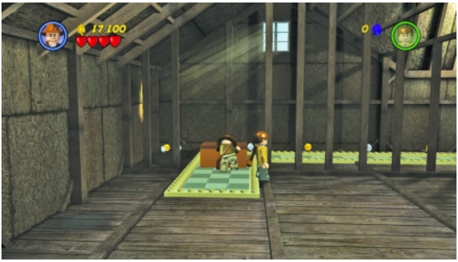


Exit the bathroom and approach the mechanism in the adjoining hall. Insert the key into the mechanism and turn it to open the hatch leading up to the attic. At the top of the hatch is a ladder, but it's out of reach, so use Indy's whip on the orange handle attached to the ladder to pull it down. Climb the ladder to enter the attic.

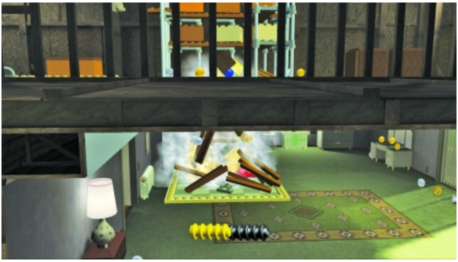
Attic



In the attic, turn right and break open some crates. You can use the pieces to make a rocking chair. Then break the chair to get some more studs.

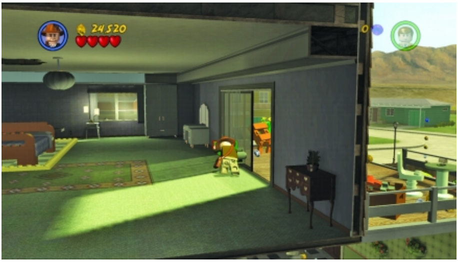


Now head to the left and approach the LEGO pile next to the tiled floor. Finish building the box, then slide it along the tile floor, grabbing studs along the way. Scour the rest of the attic for studs before advancing.

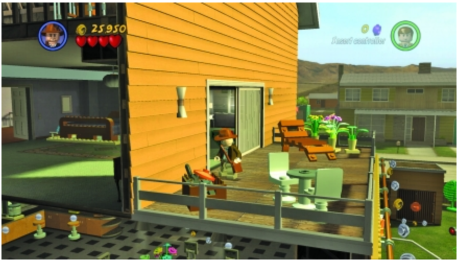


Push the box as far as it will go along the tile floor, then hop on top of it. From the box, jump and grab on to a rope dangling from a set of shelves. Hanging from the rope makes the shelves topple, creating a huge hole in the attic floor that provides access into the bedroom. Jump down from the rope and into the bedroom, gathering any studs on your way down.

Bedroom

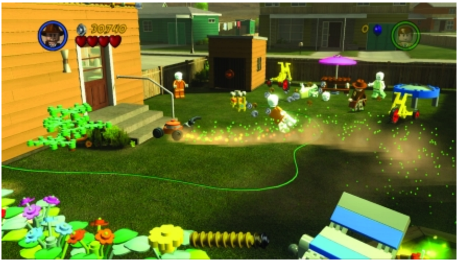


At the foot of the bed is a small LEGO pile. Assemble the pieces to create a handle. Pick up the handle and carry it over to the green floor plate by the sliding door. This allows you to push the sliding door open and step out onto the patio overlooking the backyard. Before exiting, smash objects in the bedroom and be sure to search behind the bed for some hidden studs.



Step out onto the patio overlooking the backyard, and smash the various objects to collect studs. The only remaining object is a box filled with LEGO pieces. Pick it up and walk off the edge of the balcony to drop into the backyard.

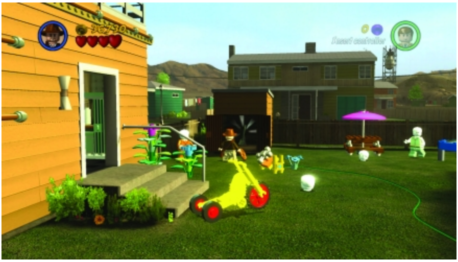
Backyard



Carry the box to the green floor plate by the lawn mower. Once in place, you can add pieces to the lawn mower, causing it to roar to life. The mower takes off on its own, racing all over the backyard before finally crashing through the kitchen door.

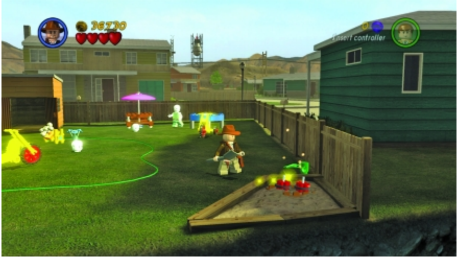
Tip

There are several activities you can perform in the backyard to earn more studs. Start by smashing all the flowers and plants. Next, build the ladder rungs next to the kitchen door, and use them to reach the railing where there are several silver studs. Jump on the trampoline to reach that high blue stud. Finally, throw the switch by the kitchen door to turn on the sprinklers, causing more flowers to grow. Smash the flowers for more studs.



Approach the shed at the back of the yard, and use Indy's whip to pull the orange handle on the door. Inside the shed is a shovel. You'll need this to unearth the dynamite planted on the yard's opposite side.

Approach the shed at the back of the yard, and use Indy's whip to pull the orange handle on the door. Inside the shed is a shovel. You'll need this to unearth the dynamite planted on the yard's opposite side.

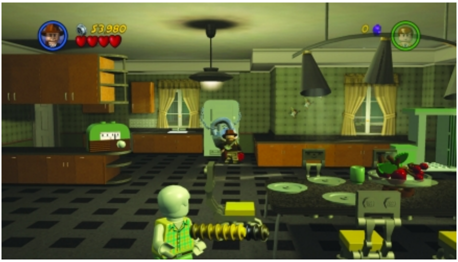


Clear the debris away from this corner of the yard to find a crate of partially buried dynamite. Use the shovel to bring the dynamite to the surface. Once you're ready to leave the backyard, grab a bundle of dynamite and run into the kitchen.

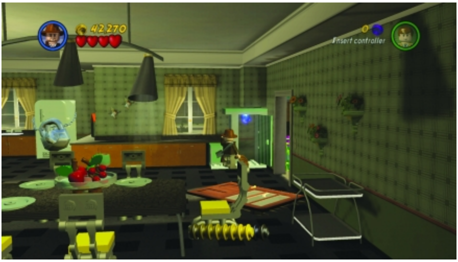
Caution

Be extremely careful when carrying dynamite. As soon as you pick it up, the fuse begins burning. You have approximately ten seconds to get rid of the dynamite before it explodes in your face.

Kitchen



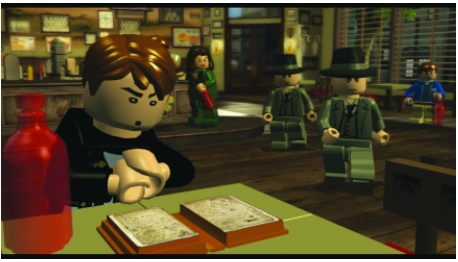
Dash through the kitchen and locate the refrigerator. Take aim and toss the dynamite at the giant lock on the fridge-just make sure you're standing a safe distance away before letting the dynamite go. The explosion destroys the lock and opens the fridge door. This is your ticket out of here!

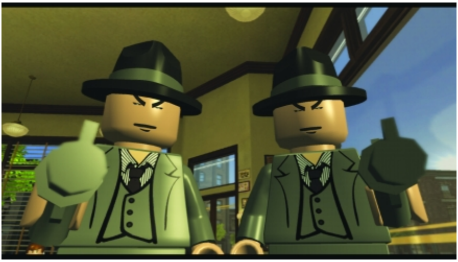


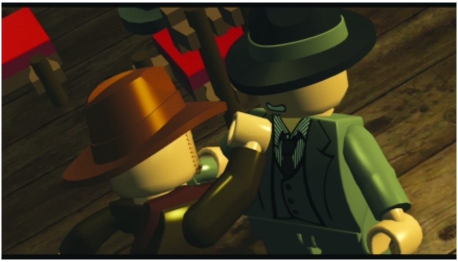
Before entering the fridge, scour the kitchen for more studs. There are several studs and breakable objects on the counters and dining table. There's also a blue stud in the pantry next to the door. Once you've gathered all the studs you can find, rush into the fridge to make your escape.

Indy and the Janitor make it inside the fridge just in time to survive the nuclear blast. The explosion sends the fridge flying through the air, landing back in the town near the college.

Cafe Chaos

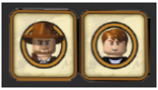






Mutt meets Indy at a campus diner and shows him a letter containing vital information on a crystal skull. However, they are interrupted by two KGB agents who march Indy and Mutt toward the diner's exit at gunpoint. But before they reach the door, Mutt punches one of the diner patrons, and a massive brawl ensues, catching the KGB agents off guard. This is the perfect opportunity to escape!

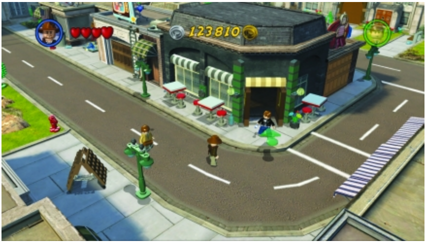
Story mode characters: Indiana Jones, Mutt



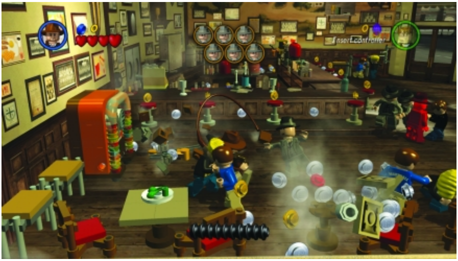
True Adventurer stud requirement: 9,000

Note

To start the "Cafe Chaos" mission immediately after the "Doom Town" mission, simply walk to the entrance of the diner in town, where Mutt is waiting. The diner is only a few paces away from where the fridge landed.



Round 1

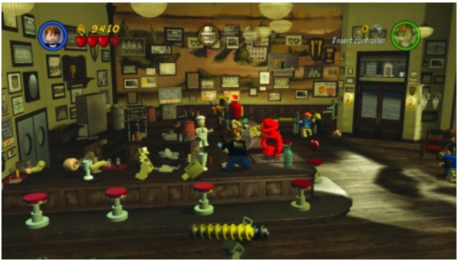


During this brawl, Indy and Mutt must defeat several waves of KGB agents. The first wave consists of six agents dressed in dark gray suits. It's important to note how they're dressed so you can focus on them during this chaotic free-for-all. Charge directly at the agents and start swinging your fists. Mutt's wrench is equally effective against these guys. Half of the agents are equipped with pistols, so try to eliminate these threats first. If possible, grab one of their pistols, but don't fire it. Instead, save the pistol for the next wave.

Tip

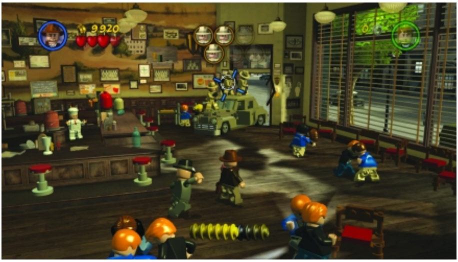
Before finishing off the last agent in this wave, smash as many objects as possible. This is the safest time to collect studs. Smash all the tables, and duck behind the diner's counter to find a few more studs. Also, use the pieces on the floor to fix the jukebox to add some music to the fight, courtesy of the Mos Eisley cantina from Star Wars.

Round 2



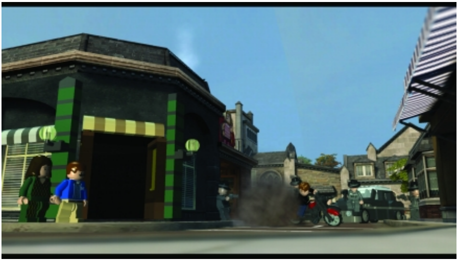
After defeating the first wave, three agents in tan suits emerge from the kitchen, taking up positions on the diner's counter. These guys are armed with machine guns, so don't take them lightly. If you grabbed a pistol earlier, simply shoot all three agents to complete this wave. But if you don't have a pistol, dispatching these foes is more challenging. You can pick up the stools near the counter and use them as weapons to smash these guys. Alternatively, use Indy's whip to lasso the agents, then beat them up while they're bound. Regardless of how you eliminate these guys, be sure to grab one of their machine guns.

Round 3



The final round of the fight begins with more agents armed with machine guns busting through the front door in their car. Take aim with the pistol or machine gun you picked up previously, and fire at the agents from across the room so you are less likely to be hit. Finish off all the agents to finally make it out of the diner.

Motorbike Mayhem



Indy and Mutt made it out of the diner. However, agents are still in town and are not giving up until they capture the two. Luckily, Mutt is good with a wrench, and he is able to acquire a motorcycle. However, the agents have vehicles as well, and the chase is on.

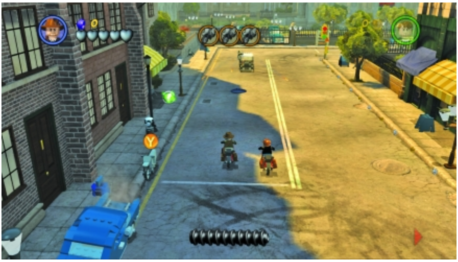
Story mode characters: Indiana Jones, Mutt

True Adventurer stud requirement: 120,000

Note

To continue the story, head left down the street after exiting the diner, and have Mutt use his wrench on the mechanism in front of the motorcycle shop to lower the motorcycle. This will start the chase.

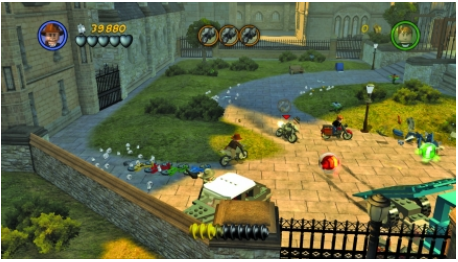
Wave 1



Indy and Mutt start out on motorcycles in another part of town. Agents in cars and motorcycles are chasing them and firing at them. For for first wave, you must take out three agents on motorcycles.

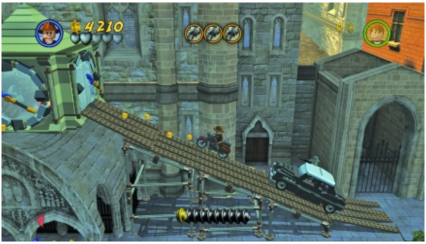
Tip

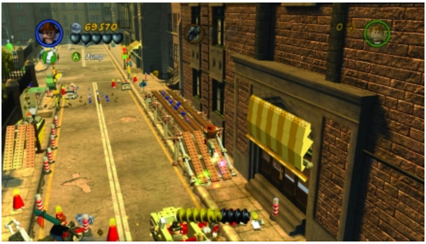
There are two kinds of power-ups for vehicles in this area. The reddish-orange ones are turbos that will allow you to increase your speed temporarily. Use them to catch up to the agents' vehicles. The green power-ups allow you to jump without using a ramp, which is especially great when driving a motorcycle.



Race after the agents on the motorcycles, and crash into them to knock them out of the fight. They drive around the town in a counterclockwise direction, heading through the park and the library before coming around down the streets.

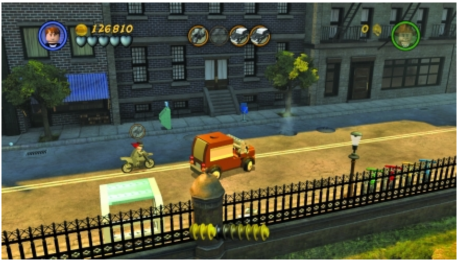
Tip



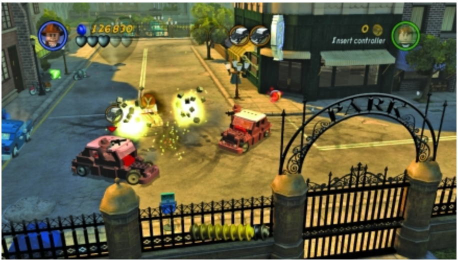


You can really pick up a lot of studs during this level. The block tower at the map's far end has many high-point studs, as does the barricaded roadway along the area's right side. Visit each area, especially if you are going for the True Adventurer award.

Wave 2

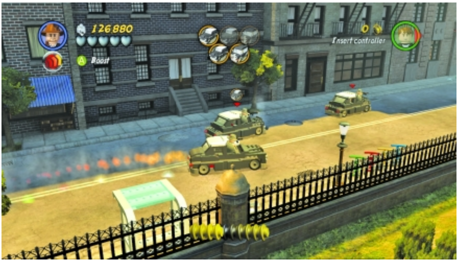


After knocking all three motorcycles out of the fight, you must take on another wave of two motorcycles and two cars. While you can still take on the motorcycles with one of your own, you will need a heavier vehicle to deal with the cars. Pick up a car or truck off the street and get back into the chase.

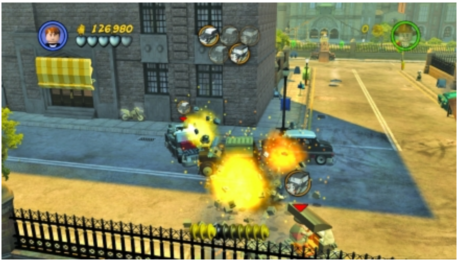


Unlike the motorcycles, the cars take a couple of hits to knock out of the chase. A good tactic is to either come at them head-on or hit them so they run into another car or a building. This causes damage from you hitting them and from the agents hitting something else.

Wave 3

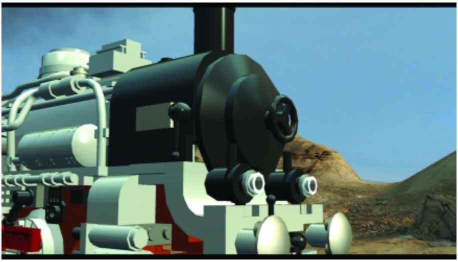


The last wave pits you against three cars and two trucks. As before, try to knock them into other objects.



Since the agents usually drive somewhat close to one another, try to force one of their vehicles to run into another. Also, if your car starts taking a lot of damage, look for another one to use, and then hop out of yours and into the new one to continue the chase. Once you've destroyed all five agent vehicles, Indy and Mutt will return to the hub in town.

Crane Train

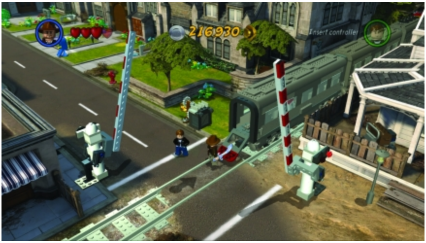


Indy and Mutt board a train to take them to their next destination in their search for the crystal skull. However, it appears that the Russians have followed them on a train of their own and intend to stop Indy and Mutt-one way or another. Soldiers are not the only threat this time. The Russians also have a couple of cranes for attacking.

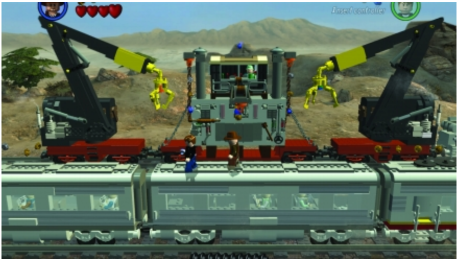
Story mode characters: Indiana Jones, Mutt

True Adventurer stud requirement: 25,000

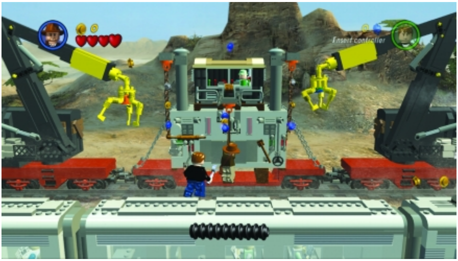
Note



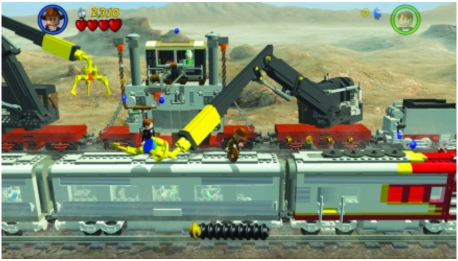
After returning to town, make your way to the train at the town's right edge and climb aboard. This continues the story.



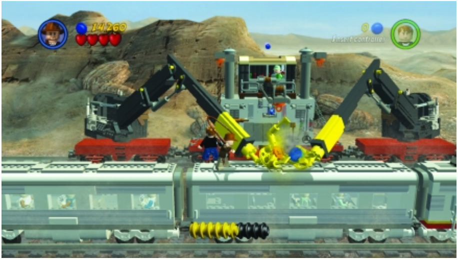
Indy and Mutt begin atop the train. A Russian soldier on the adjacent train is using a couple cranes to try and hit you and cause damage. Since these are steam cranes, you need to find a way to release their steam so you can attack them.



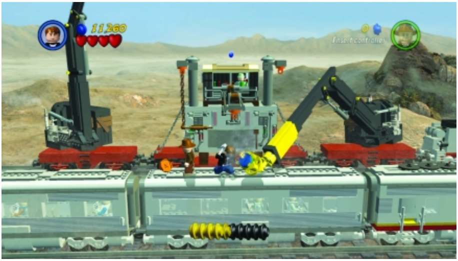
As Indy, target the orange handle jutting out from the control area of the crane and swing over to it. Then jump across to the chain on the right to release the steam to that crane.



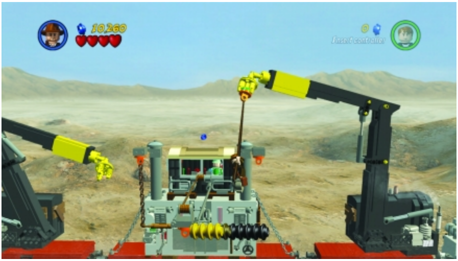
When it crashes down on the train, attack it with your whip to break off one of the claws. Repeat this two more times to remove all the claws and end the threat by that crane.



Now jump over to the chain on the left so you can attack the second crane. Eventually an orange handle will fall off the left crane.



Switch to Mutt and use his wrench to work on the end of the right crane. When complete, the crane arm will change from blue to green. Pick up the orange whip handle and attach it to the end of the repaired right crane arm.



Now, as Indy, use the whip to grab on to the right crane and swing over to the crane control area and drop in on the Russian to end the crane attacks and complete this level.

Note

Kingdom of the Crystal Skull - Part 2
LEGO
INDIANA JONES

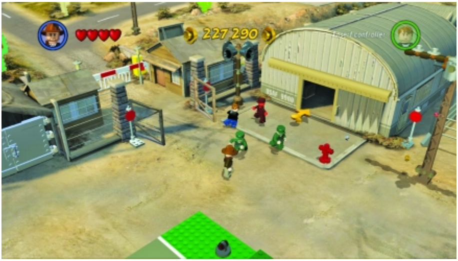
After completing the "Crane Train" mission, The Kingdom of the Crystal Skull-Part 2 and Raiders of the Lost Ark will be unlocked. You can then continue the story or go back to Part 1 to complete the Treasure modes, bonus levels, and events.

Treasure Mode

Note

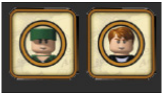
After completing each of the five Story mode levels, you can return to those locations to earn more studs and collect artifact pieces by completing the Treasure mode levels.

Forklift Fun

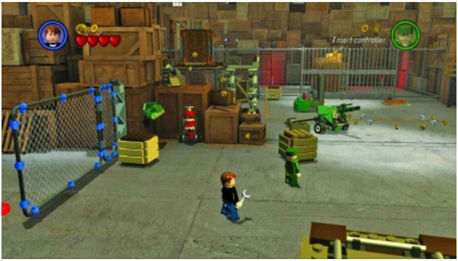


To enter this level, head down the road from the town and enter the Hangar 51 area. Several Russian soldiers in U.S. disguise will come out to attack. Keep fighting them until you have the opportunity to buy a Russian (U.S. disguise) character, since you will need his security clearance to complete this level. You will also need a character with a wrench.

Treasure mode characters: Russian (U.S. disguise), Mutt



True Adventurer stud requirement: 47,000



When you first enter the warehouse, start breaking crates and picking up studs. You can even break the artillery gun for some studs.

2480
Insert controller
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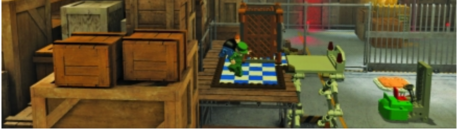
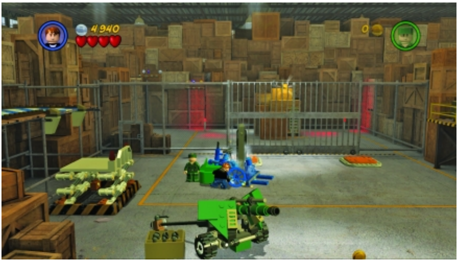
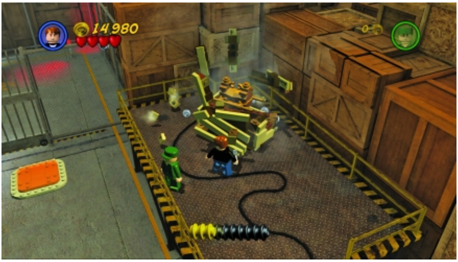


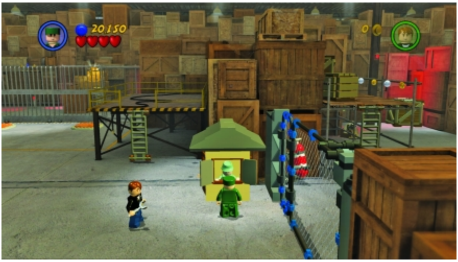
Climb onto the platform on the left side and push the large crate along the checkered tile to the elevator. When it lowers, the crate will open and spill out some parts.



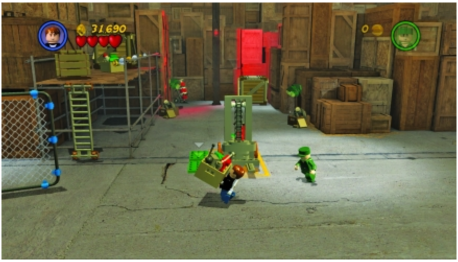
Mutt can use the parts to assemble a forklift, which you will need to reach the artifact.



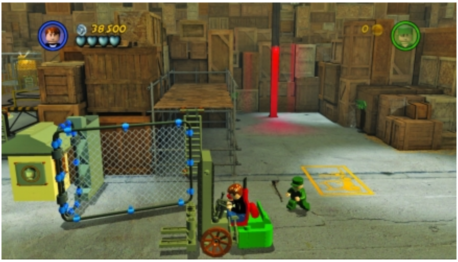
Climb onto the platform on the right and break open the crate to find the lost Ark of the Covenant and a bunch of studs.



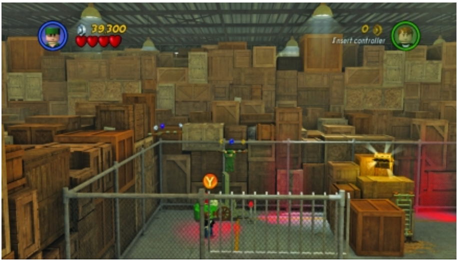
To reach the right side of the warehouse, you must use the Russian. Knock on the security post, and the guard inside will open the gate for you.



Break crates to find more studs, then carry two boxes of parts over to the green platforms by the second forklift.

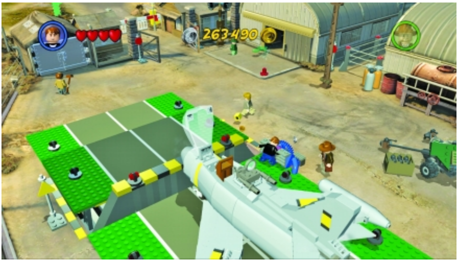


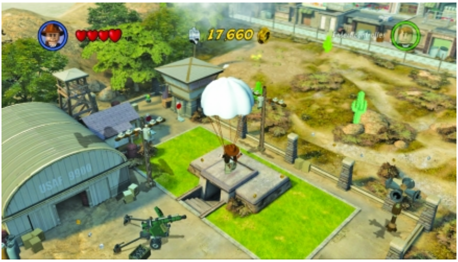
After Mutt assembles the forklift, drive it over to the left side and onto one of the large pressure plates. Drive the other forklift onto the other plate to open the gate at the rear of this area.



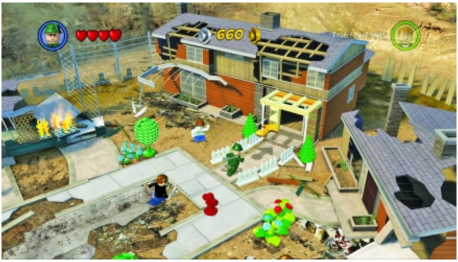
Before rushing up the ladder to get to the artifact, drive a forklift to the left rear and then have one of the characters jump onto the forklift and up to a bar. Pull yourself up and grab some high-value studs. Once you have them, go get the artifact to end the level.

Dummy Run





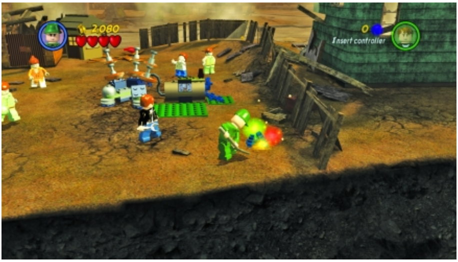
For this next treasure level, you will need at least 280,000 studs for some purchases. After exiting the hangar, send Mutt over to the jet and use his wrench to fix the mechanism. Then buy the Sabre Jet and fly it to the left. When over the Hangar 52 base, jump out and parachute down into the base. Fight off the Russians who attack. Eventually, you will be able to buy the Russian Digger character.



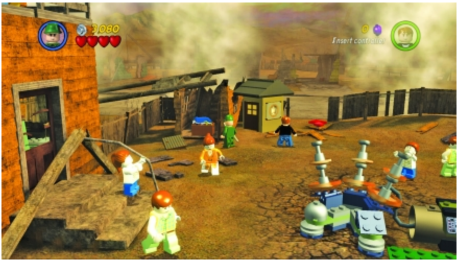
Make your way back to Doom Town and enter the house at the end of the street.

Treasure mode characters: Mutt, Russian Digger

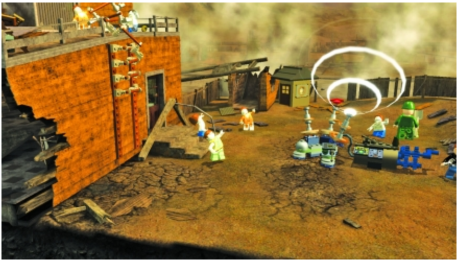
True Adventurer stud requirement: 40,000



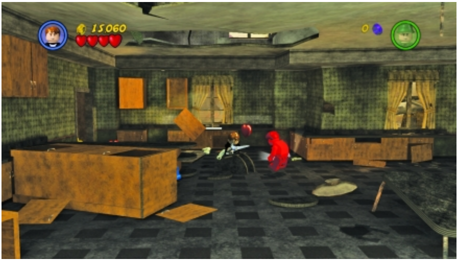
Upon entering the area, use the Russian Digger to dig up some parts in the corner of the yard. Carry these parts to the mechanism.



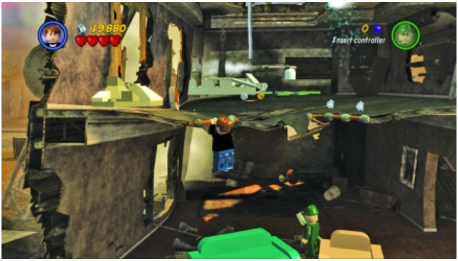
Next, send the Russian to the security booth, and a guard will open a shed that contains more parts. Take these to the mechanism as well.



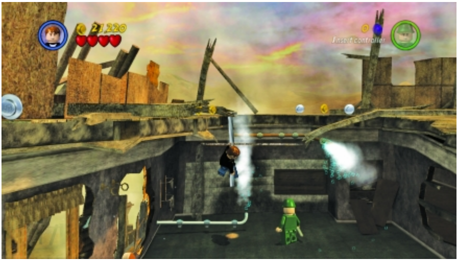
Use Mutt to fix the mechanism with his wrench, and all the mannequins will come to life and start to attack. Fight them off and pick up all the studs in the area. Then assemble a ladder to reach the balcony of the house. Enter the upstairs room; look behind furniture at the rear of the room for some high-value studs. Break everything you can to find more studs, then drop through the floor to the kitchen below.



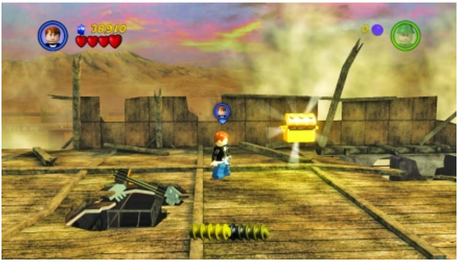
Fight off more mannequins and look behind all the cabinets. There are more high-value studs in here as well as a pistol. Pick it up and use it against more enemies. Make your way to the left, breaking things in the house as you go.



In the living room, fix the couch and chair and then jump on them to reach the bar above. Pull yourself up to the second floor and get all the studs you can find.

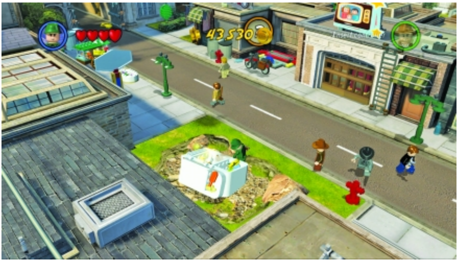


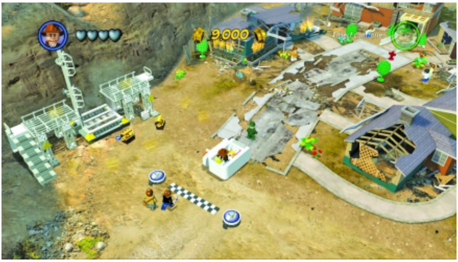
Get up to the roof by climbing a pipe and pulling yourself up on a bar. Check the front right and left corners of the rooftop for blue studs.



Finally, go over to the artifact and touch it to complete this level.

Diner Distraction

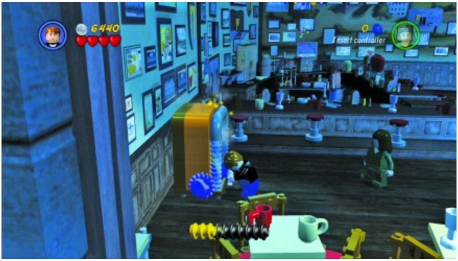




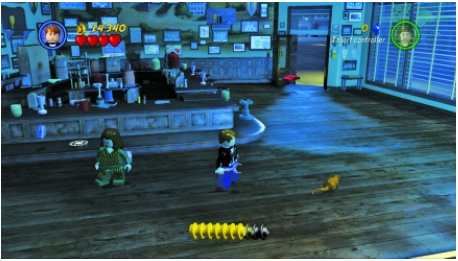
Back in town, use the Russian Digger to dig up the fridge where Indy landed during Story mode. This will allow you to buy the fridge car. Drive it to Doom Town, where you can begin a race. Once you complete it, you can then buy the College Female character back by the diner. Return to the diner and enter it.

Treasure mode characters: Mutt, College Female

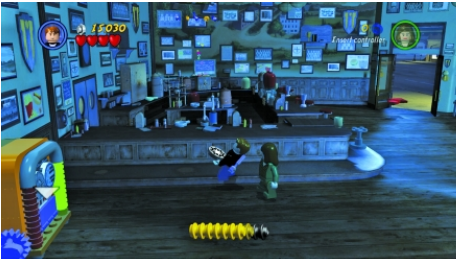
True Adventurer stud requirement: 20,000



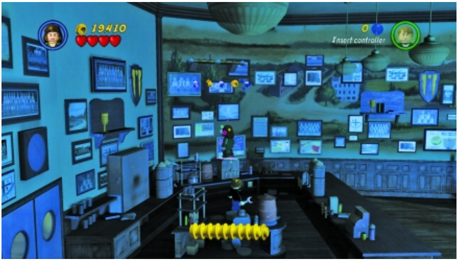
Inside the diner, use Mutt to work on the jukebox with his wrench. Then start smashing up the place to collect studs.



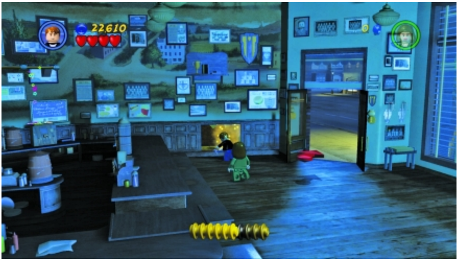
As you break things, rats will run out onto the floor. Hit these vermin with the wrench. You must eliminate ten to complete this level.



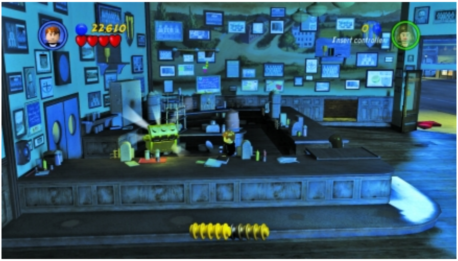
Pick up two black and white discs you find on the floor after breaking a stool and a table; carry them to the jukebox to obtain more studs and to release another rat.



Now switch to the College Female and climb onto the cases at the back of the diner, behind the counter where you see the flowery symbols. She can jump higher than Mutt and can reach the bar and studs up above.



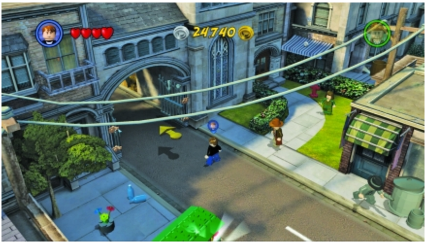
This opens a door with a white jug behind it. Break the jug and hit the rat to reveal the artifact.



Touch the artifact behind the counter to complete this level.

Bike Hike

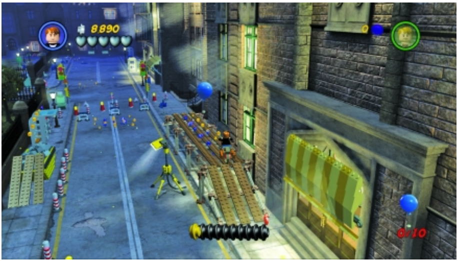
Note



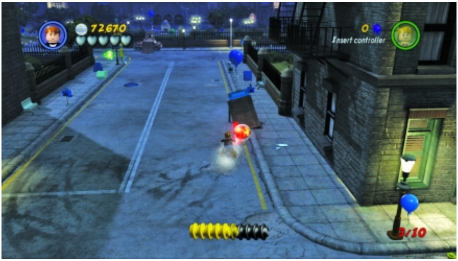
You can access this treasure level by walking down the street from the diner and passing through the archway. While not necessary, it is a good idea to buy a vehicle such as the roadster before doing this level, since any vehicles you have unlocked will be available to use.

Treasure mode characters: Any

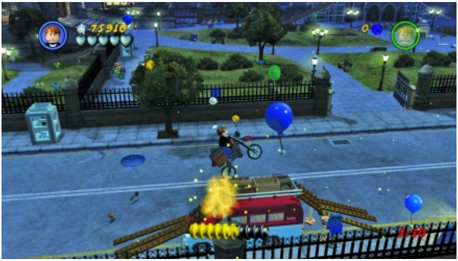
True Adventurer stud requirement: 140,000



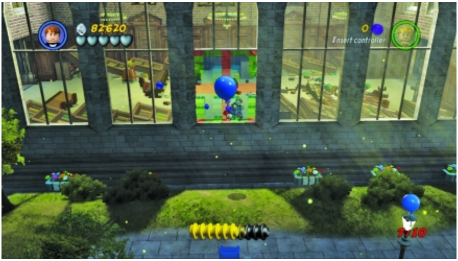
Get onto or into a vehicle of your choice and start driving around this area. The object is to run into and pop ten balloons in order to release the artifact. This area is also filled with studs, so pick up all you can; you will need a lot to get the True Adventurer award. From the start, head to the right to find a balloon over a car. Next, at the far right corner, you will find another balloon.



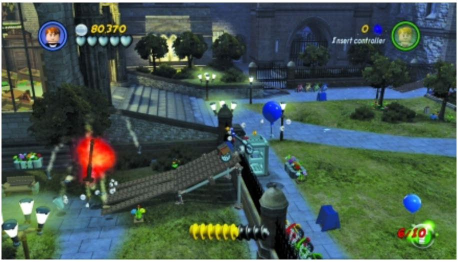
Head down the middle street toward the park, and you can pop a couple more balloons. One is over a car and the other is above a fence; pop it as you jump over the fence.



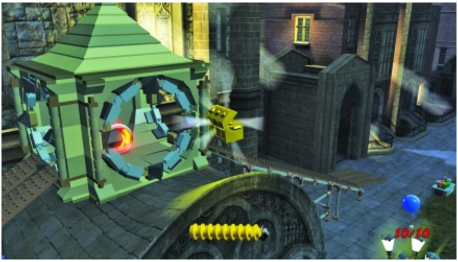
Drive over the bus to pop another balloon, and then head into the park.



Enter the library and jump through the stained-glass window to pop a balloon.



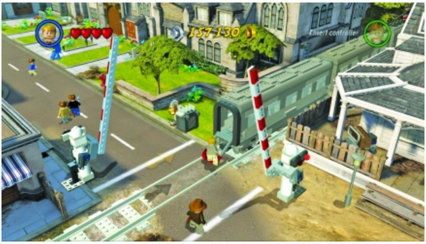
Turn right and drive off a ramp to get another one. There are more balloons near the clock tower and along the fence between the library and the street.



Once you've popped all the balloons, the artifact will appear at the top of the clock tower. Go get it to complete this level.

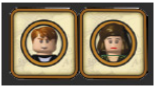
Target Training

Note

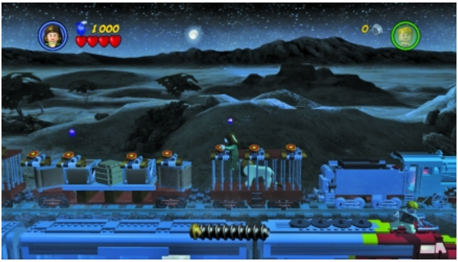


The last treasure level is located on the train by the college. You already have everyone you need to complete this level.

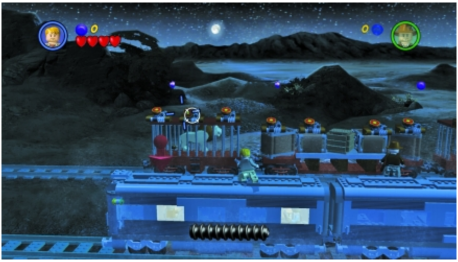
Treasure mode characters: Mac, College Female



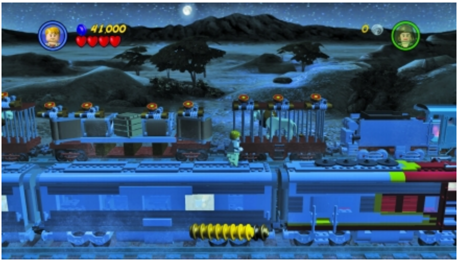
True Adventurer stud requirement: 42,000



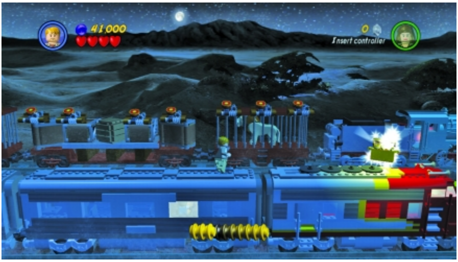
At the start, use the College Female to jump high to grab all the studs. This alone will give you the True Adventurer award.



Now switch to Mac and use his pistol to shoot targets on the circus train running parallel to your train. Starting with the rear car, aim at the raised target and then fire. Quickly fire at the other targets as they rise into position. You must shoot quickly before the target lowers, or you will have to start over with the first target.



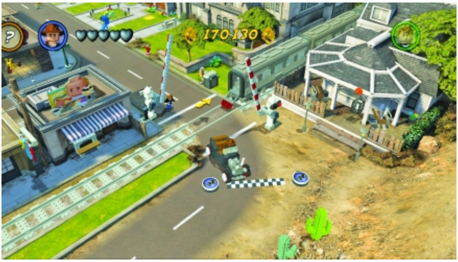
Continue shooting targets on the middle and forward cars as they rise. If you are nearly across from the target and facing toward it, you can often shoot without aiming and hit it.



After hitting all the targets in the correct sequence, the artifact will appear at the front of the train. Pick it up to complete this level.

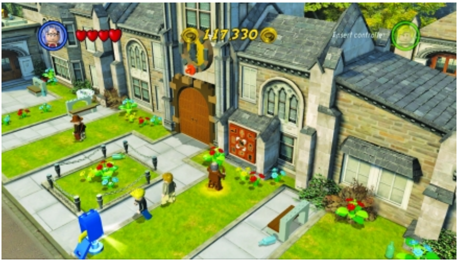
Bonus Levels

Marshall College



In order to access this level, you must first purchase the Hotrod in town and then complete the Hotrod Race. It begins near the train tracks.

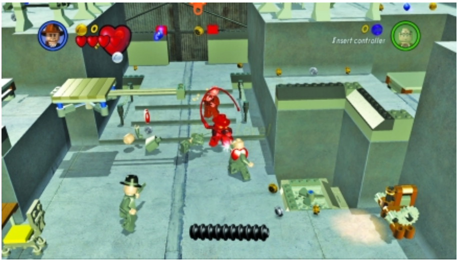
This will unlock and allow you to buy the Charlie Stanforth character back by the college.



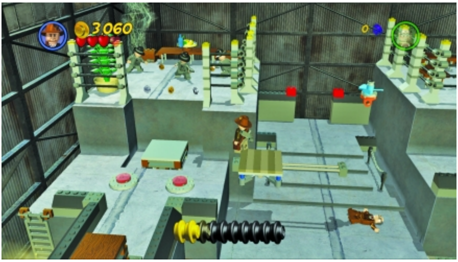
Use Stanforth, who has a book and can read hieroglyphics, to translate the symbols by the door to the college. Observe the order in which the symbols light up, and then input the same symbols in the correct order to open the door to the college. Enter it to begin the bonus level.

Bonus level characters: Indiana Jones, Charlie Stanforth

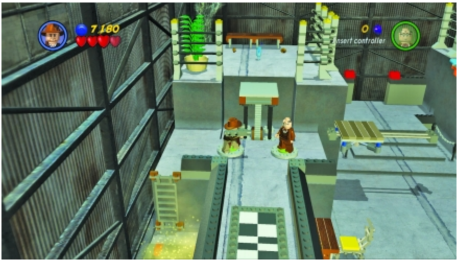
True Adventurer stud requirement: 15,000



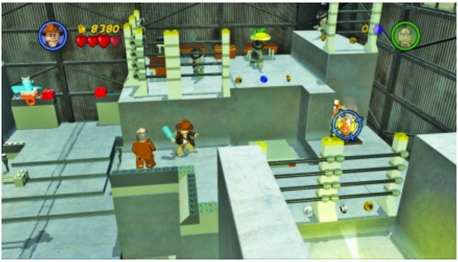
At the start of this level, move down and attack the agents with Indy's whip before they can damage you too much. Once they are gone, pick up the rocket launcher and activate the switch to the right. This starts a fan; use its air current to reach the higher level.



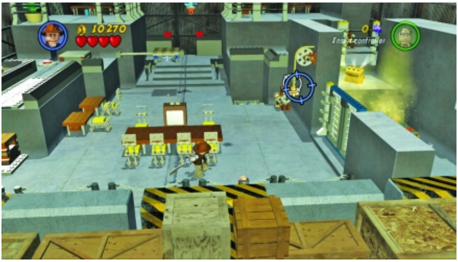
Use your whip to swing across to the left on the orange handle, and then quickly push the crate along the checkered path to create a step-up for Stanforth. Now use your rocket launcher to fire at the middle agent on the left, elevated area. The explosion will break up the other two nearby agents.



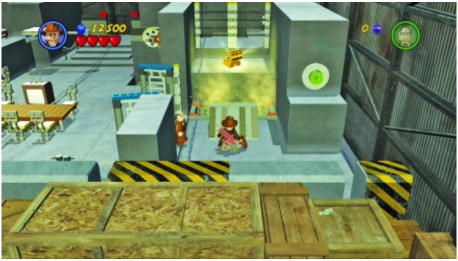
Rush forward and stand on one of the two pressure switches by the platform. Stanforth will stand on the second one to raise an elevator that will allow you to reach the elevated platform. Once there, use the rocket launcher to blow up the tree and score some studs. Then pick up the bottle of water and head to the area on the right.



Throw the water at the flames on the far right, and use the switch to start up another elevator. With your whip in hand, take the elevator to the next elevated platform and defeat three more agents. Once you've broken them all apart, pick up the sword and head back to the main floor below.

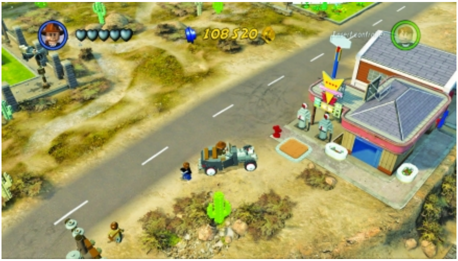


Throw the sword at the rope on the right side to open the gates to the right. Then pull out your rocket launcher and rush in to fire at the last agent. Also, blow up the silver chests to reveal an orange handle. Use your whip to pull it and raise a ramp.

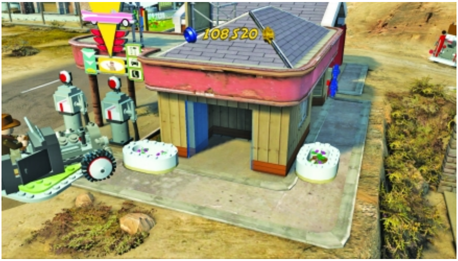


If you have not earned the True Adventurer award, head back to the left and climb to the upper level. Drop down to pick up some blue studs; then jump across the danger area to reach a ladder to climb back out. Now return to the right side and run up the ramp before jumping to get the artifact and complete the level.

Gas Station



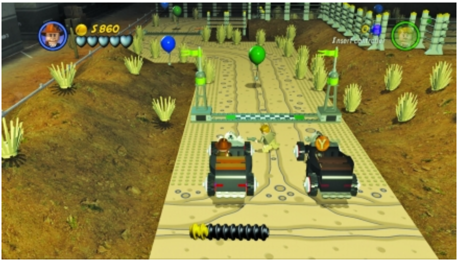
This bonus level is out in the desert, and you will need a vehicle to access it. Climb into the Hotrod and drive to the gas station.



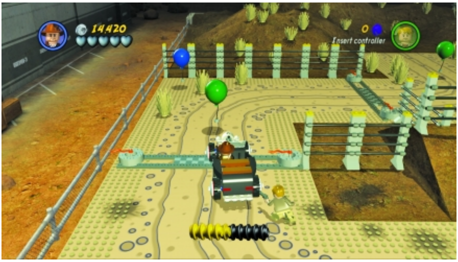
Drive onto the large pressure plate to open the doors to the gas station; then walk right in to start the level.

Bonus level characters: Indiana Jones, Mac

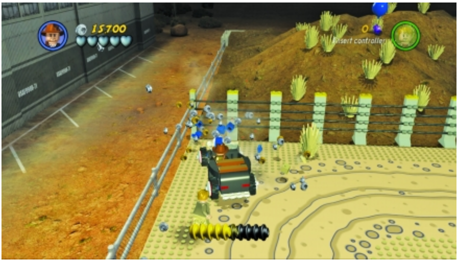
True Adventurer stud requirement: 30,000



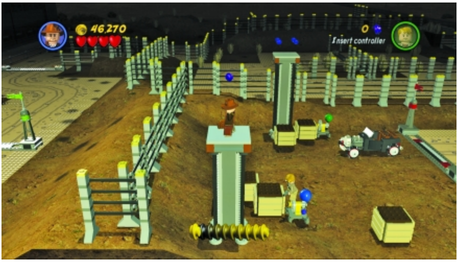
This bonus level features two Hotrods and a race course. Before getting into a vehicle, smash the nearby crates and pick up the studs.



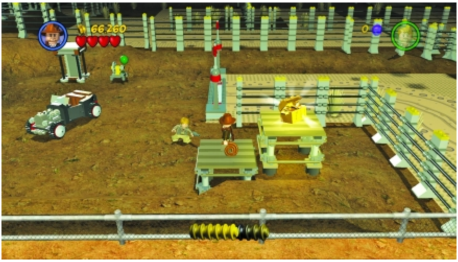
Follow the course and pass through each set of flags in order. Along the way, run into and pop 12 blue balloons and 10 green balloons. Popping the balloons gives you studs and allows you to access some high-value studs at the end of the course.



Run over the plants along the course to score some additional studs.



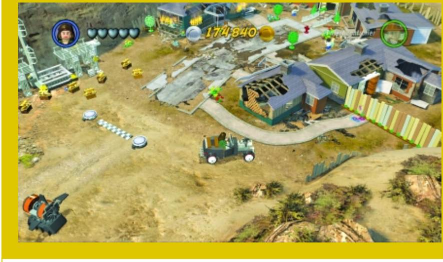
If you popped all the balloons by the end of the course, you will be able to use elevators to reach a total of 31,000 points in studs.



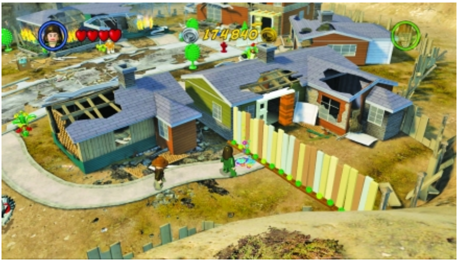
Once you have all the studs you want, climb onto the platforms to the right to pick up another artifact and complete the level.

Doom Town House 2

Note

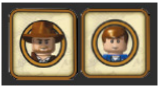


In order to reach this bonus level, you will need a female character such as the College Female. Take her to Doom Town.

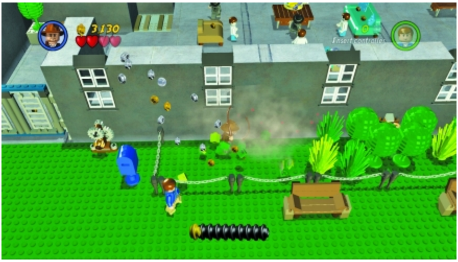


Walk over by the fence where the flowery icons are located and jump over the fence. Enter the house to start the level.

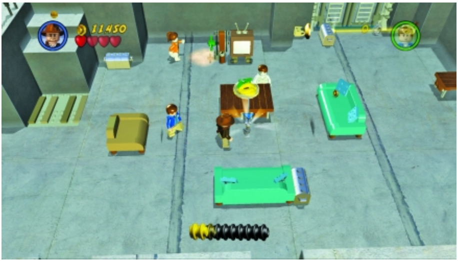
Bonus level characters: Indiana Jones, Brawler



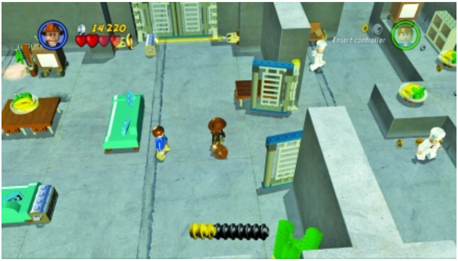
True Adventurer stud requirement: 46,000



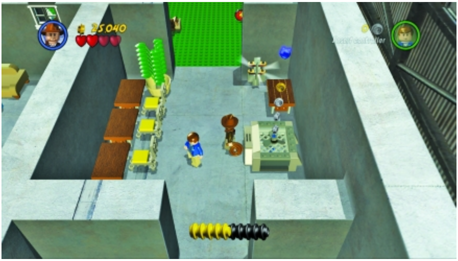
Right at the start, get out Indy's whip and head to the left to attack some agents. Then begin whipping all the plants to find studs as well as a key along the wall of the house.



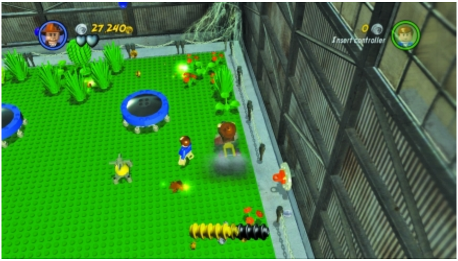
Get all the studs you can outside, then use the key on the mechanism to open the door to the house. Rush in and defeat several agents in this area before picking up the sword. Then head back to the left and throw the sword at a rope to raise a ramp. This will let you access a higher level. Defeat the agent at the top and then pull a lever to open a doorway into the kitchen.



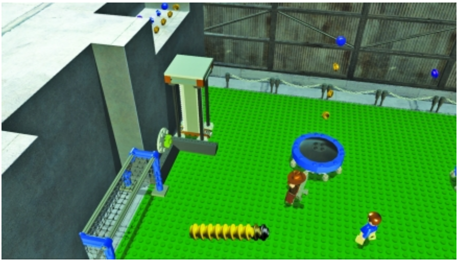
Inside the kitchen, break apart the two cooks who try to attack you, and pick up the studs in this area.



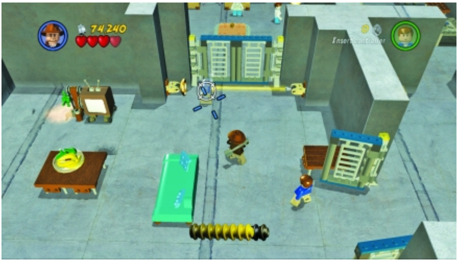
Continue on to the next room to defeat another agent. Use the fan to jump up to a blue stud, and then pick up the shovel in the corner before continuing out to the garden.



Smash all the plants to get studs, and use the shovel to dig up chests for more studs and a rocket launcher. You can also jump up on the trampolines to collect some high-value studs.

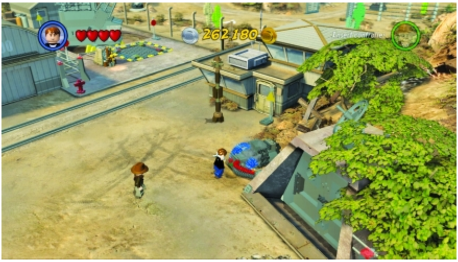


Use your whip to pull orange handles, and score a soccer goal to activate an elevator. Take it up to find lots of studs, which should give you the True Adventurer award. Head back into the house, and blow up the tree and the fridge to get even more studs.

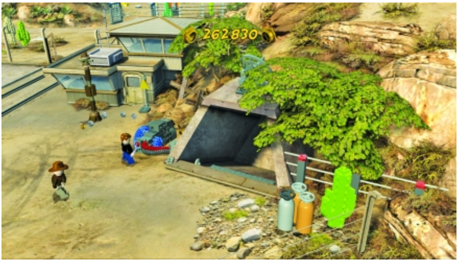


Get onto the tricycle and head back to the TV room. Use the rocket launcher to destroy the silver chest by the door. This will open the door to the last room. Drive the tricycle into this last room and park it on a large pressure plate to activate another elevator. Ride it up to the top to get the artifact.

Interrogation Room



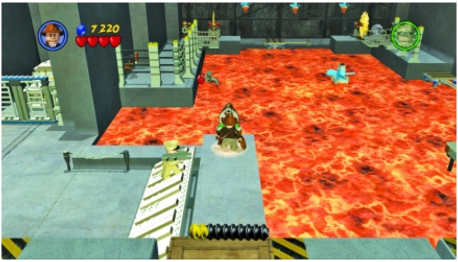
This bonus level is located in the Hangar 51 area. Bring Mutt along with his wrench to fix the generator by the bunker on this area’s right side.



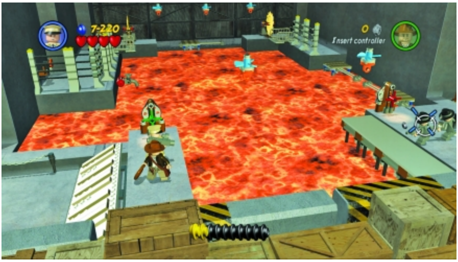
Once the generator is up and running, the door to the bunker will open. Enter it to start the level.

Bonus level characters**:** Indiana Jones, General Ross

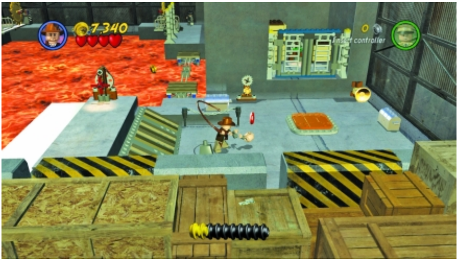
True Adventurer stud requirement: 50,000



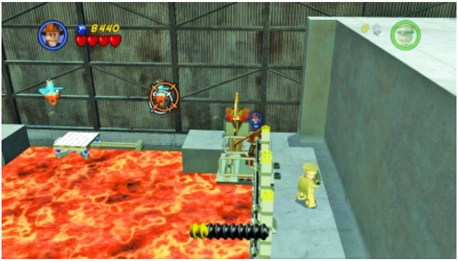
After destroying all the crates in the area near where you begin, use the whip to swing across the lava using the orange handles.



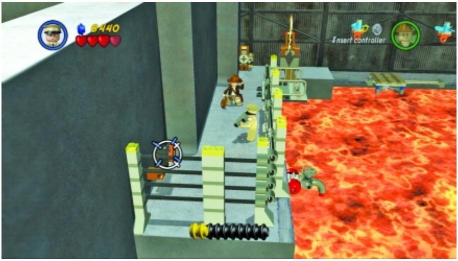
Once you get to the other side, attack the three agents with your whip. Be careful, as they are all armed with pistols.



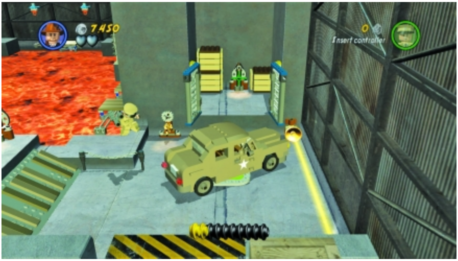
After defeating the agents, use the red wheel to raise a platform over the lava so General Ross can get to this side as well. Blow up the silver chests to find a key; use this to turn a mechanism that causes two small platforms over the lava to begin moving.



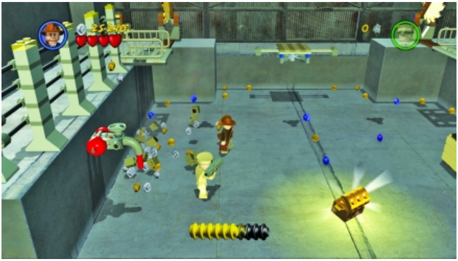
Jump across the moving platforms, and then swing across to the left using the whip and orange handles. You will have to defeat an agent on the other side. Then pull a handle on the mechanism to start another platform moving so General Ross can join you.



Once Ross is across, use his rocket launcher to fire at the target; this opens a door on the other side of the wall, allowing you to access a car.

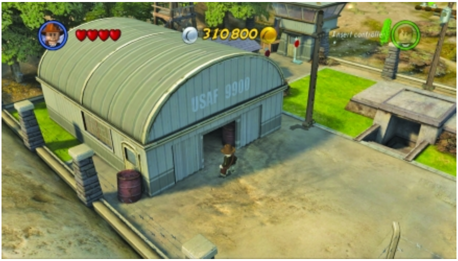


Head back to where you began this level, and drive the car to the area's right side. Park it on the large pressure pad, which will open some nearby doors. Enter this small area and pull a lever to drain the lower area of lava.



Now head down to where the lava was and pick up all the studs you can find. Once you have them all, touch the artifact to complete this level.

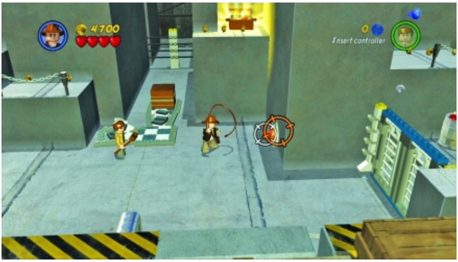
Hangar 52



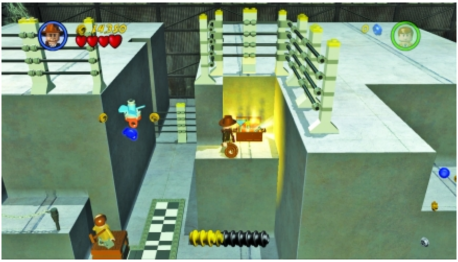
This bonus level is located in the Hangar 52 base area. Assuming you've already purchased the Saber Jet, just walk into this hangar to get it started.

Bonus level characters: Indiana Jones, Janitor

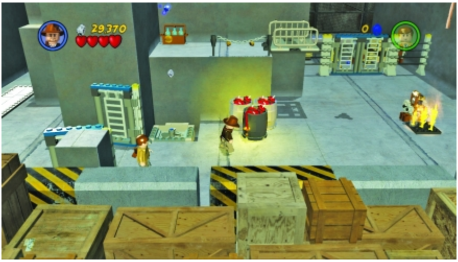
True Adventurer stud requirement: 56,000



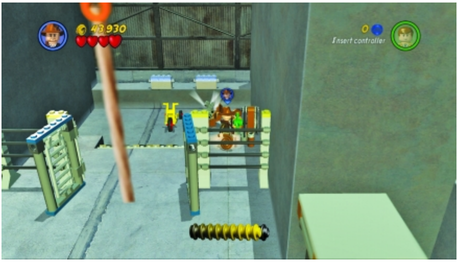
Start off this level by smashing all the crates in the first area to score some studs. Then use your whip to pull the orange lever, which opens the gates to the right. However, before walking through the gates, start fixing the checkered tiles and push the crate along the tiles. Use this as a step to reach the higher areas on the left.



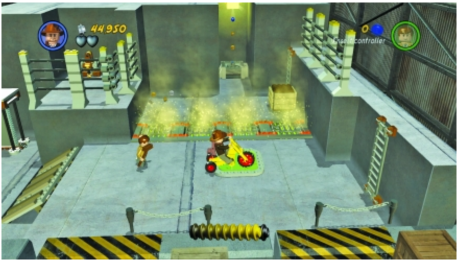
Smash more crates and then swing on your whip across to the chest full of torches. Pick up one of them and drop to the floor below.



Head into the room to the right, and light the barrels of dynamite. Rush back into the room on the left so you don't get blown up. When you return, step on the pressure switch to start a fan. Ride its air current up to the higher platform to pick up a bottle of water and throw it at the flames below. Then use the switch where the flames were to open a gate at the back of the level.



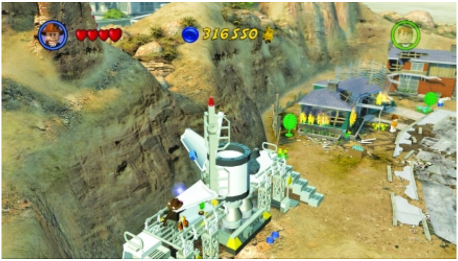
Enter the area and turn a wheel to raise a ramp for the tricycle. This also activates a platform to the right. Head back to the fan and up to the area where the water bottles are located. Swing across on your whip, and jump over to a rope. Finally, jump your way to the raised platform and then turn a switch. Use it to raise another ramp.



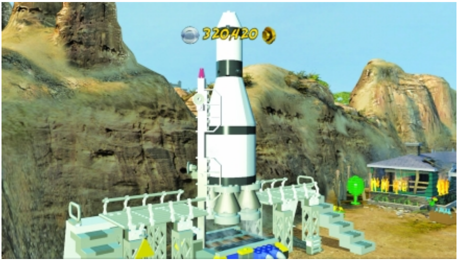
Now ride the tricycle up the ramp to the right and park it on the large pressure plate. This makes a fan in the back, below the artifact, begin to blow. Smash all the crates in this area, and put together some parts to make a ladder along the right side of the level. Climb up the ladder, and head along the walkway toward the back of the level and make sure to get the purple stud. Smash another crate to get more studs, then take the rising air of the fan to reach more studs and finally the artifact to complete this level.

Super Bonus Level: Rocket Ship

Once you have completed all the treasure levels and bonus levels, return to Doom Town and break open the artifacts to reveal lots of LEGO pieces. Move over to the pile that begins to shake and begin assembling them.



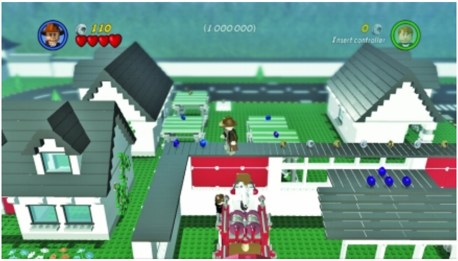
After each section is completed, pick up the studs that are released and move on to the next shaking pile.



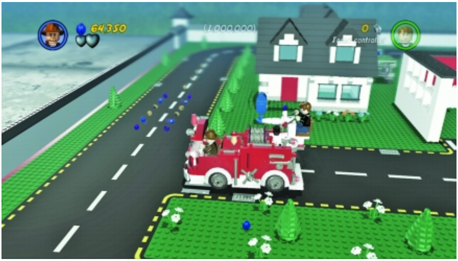
Once the rocket ship is completed, climb aboard and ride it to the super bonus level, where you can earn a million studs!

Bonus level characters: Indiana Jones, Mutt

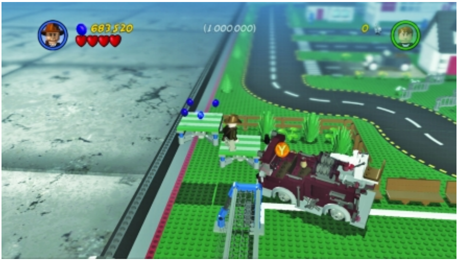
Stud requirement: 1,000,000



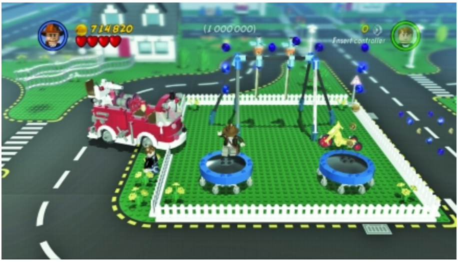
The only objective of this level is to collect 1,000,000 studs. You begin next to a couple fire engines. Climb onto one of them to reach the roof and pick up the studs, including several purple ones.



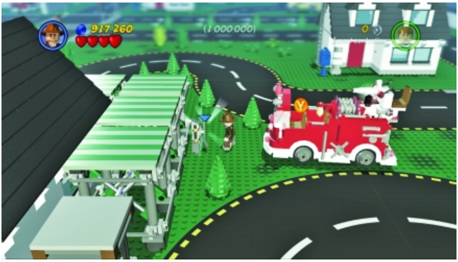
Drive around the roads to pick up many high-value studs. Crash through the trees and flowers for additional studs as well.



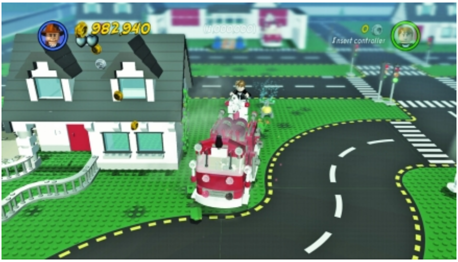
When you find the soccer field, kick the soccer ball into the goals to lower them so Indy can jump up and get more studs.



The park area with the trampolines is another area where you can find several purple studs. There are also purple studs near the front doors of most houses.



A house on the right side has a shovel that you can use to dig up some chests filled with studs. Also look for a house with a ladder on the side. Climb the ladder to collect even more studs.



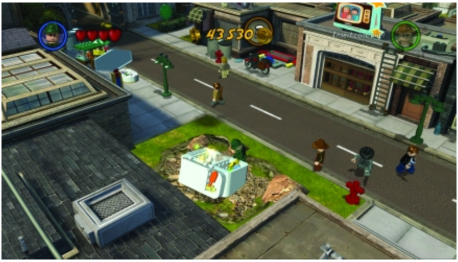
Eventually you will have collected all the purple and blue studs you can see. All you must do now is run over all the plants you can find until you get the million studs to complete this level. The good news is that you get to keep all those studs!

Events

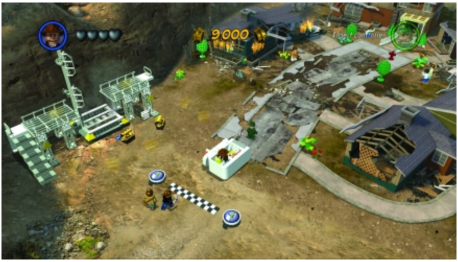
In addition to the story, treasure, and bonus levels, there are also several other events in this play set that allow you to earn lots of studs and unlock both characters and vehicles, which you can then purchase. Some of these events you will need to complete to unlock things necessary to finish the story or treasure levels. Others you can complete whenever you want to. These fun events are one of the reasons the LEGO series is so popular.

Fridge Race

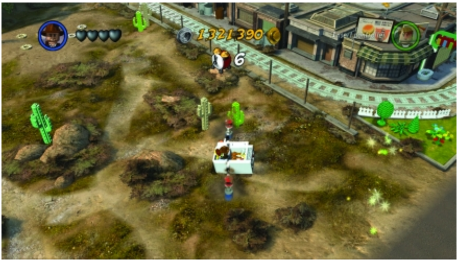
Reward: Unlock College Female



For this event, you must get the Russian Digger first. Use this character to dig out the fridge in the college town after completing the Doom Town story level. You can then purchase the Fridge Car for 35,000 studs. Climb into the car and drive to Doom Town.



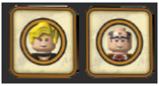
Turn the Fridge Car around so you are facing the exit from Doom Town. Begin driving through the starting gate. Follow the trail of studs through several other gates.

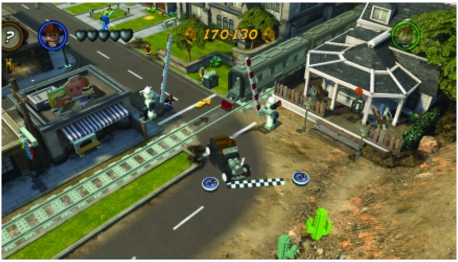


You have a few seconds to get from one gate to the next. Each time you pass through a gate, more seconds are added to your timer. Reach the finish line out in the middle of the desert to unlock a new character.

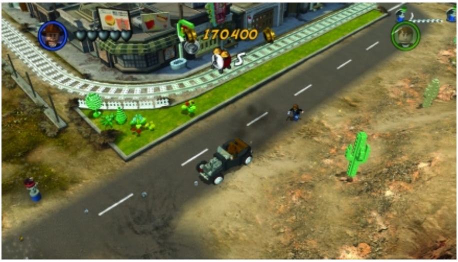
Hotrod Race

Reward: Unlock Charlie Stanforth and Greaser characters





The Hotrod is located in the college town. Purchase it for 30,000 studs, and drive it down the road to the railroad crossing leading out of town. Drive through the starting gate to begin the race.

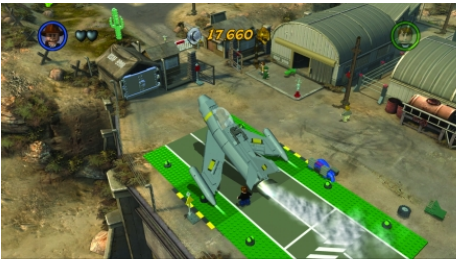


The course takes you down the main road toward the southwest, right past the gas station.

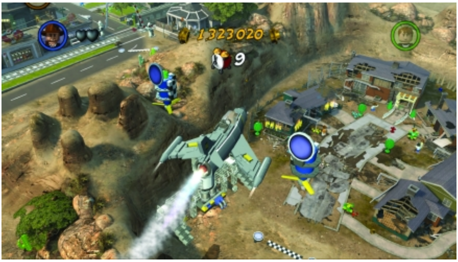
Toward the end of the race, you make a sharp left turn into the Hangar 51 area, where the finish line is located. After completing the race, drive back to College Town, where you can now buy a couple new characters.

Plane Race

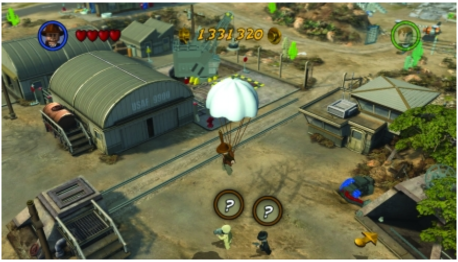
Reward: Unlock Taylor and General Ross characters



You need to purchase the Sabre Jet to access this race. After Mutt uses the wrench to fix the mechanism, you can buy the jet for 250,000 studs.

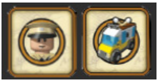


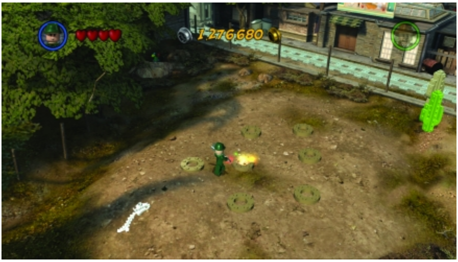
Climb into it and fly toward Doom Town, where the starting gate is located.



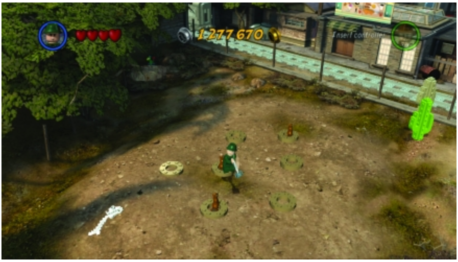
Follow the course through several gates in a counterclockwise direction; go around the area and back to the finish line, which is located over Doom Town. Once you reach the end, you unlock two new characters who appear down in the Hangar 51 area. Parachute out of the jet by pressing the button used to exit a vehicle.

Whack-a-Gopher

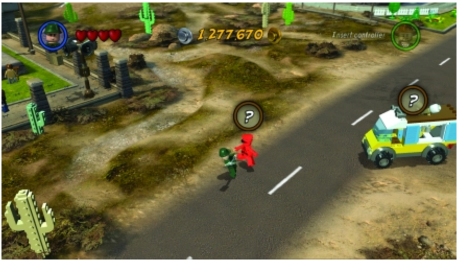
Reward: Unlock Hangar Guard and Ice Cream Van 



You need the Russian Digger for this event, since he has a shovel. Take him to the desert between College Town and the Hangar 52 base. Dig in the holes to get it started.



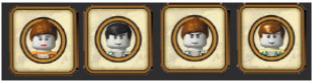
Gophers will start popping up. Hit them as quickly as you can as soon as they come up, and keep doing this until the event is finished.

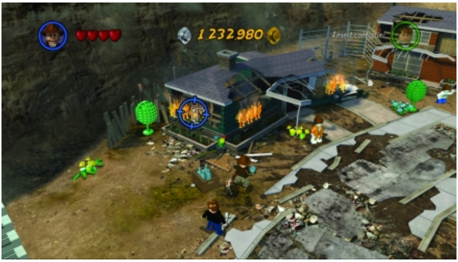


Head toward the gas station, and fight the Hangar Guard so you can buy this character after you beat him. You can also buy the Ice Cream Van here.

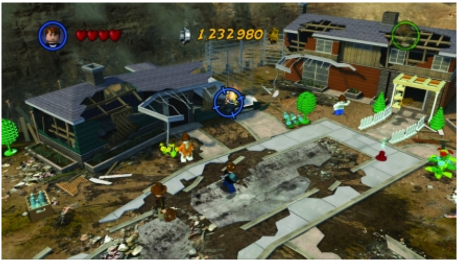
Fire Service

Reward: Unlock Mannequin Man, Mannequin Woman, Mannequin Girl, Mannequin Boy

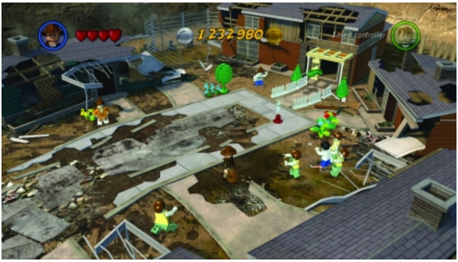




This event takes place in Doom Town. When you return, one of the homes is on fire. Pick up bottles of water from a crate and throw them at the flames to put out the fire.

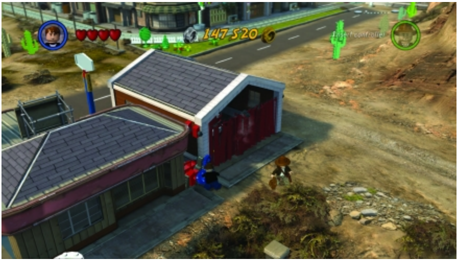


Keep it up. As you take the bottles, they will be replaced; you won't run out.

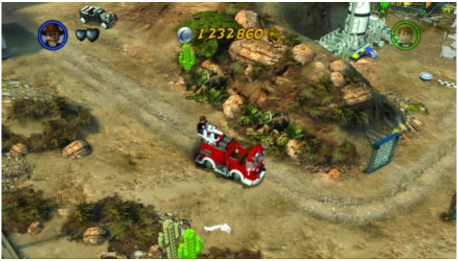


Once the fire is out, the mannequins will come to life and begin to attack. Keep breaking them apart, and eventually you will be able to unlock the entire mannequin family for purchase.

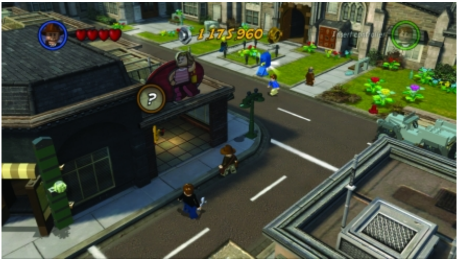
Other Unlockable Vehicles



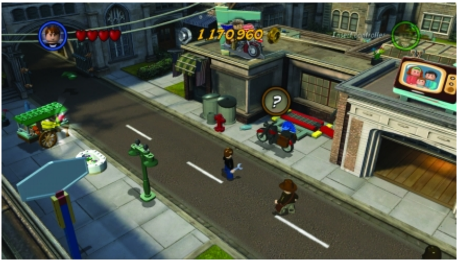
Head to the gas station and put Mutt to work on the mechanism next to the large garage door.



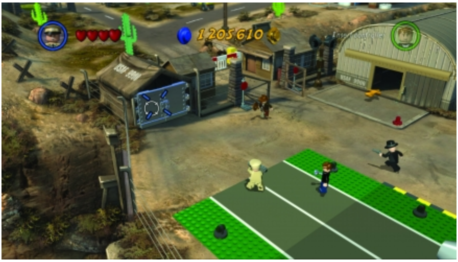
When he gets it fixed and opens the door, you unlock the Fire Truck and can buy it for 40,000 studs.



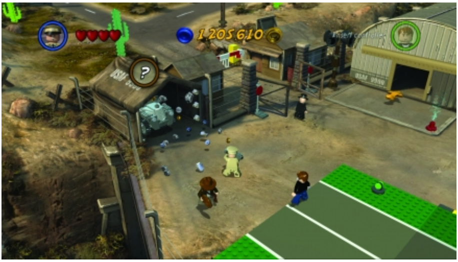
Look in this shop for the tricyle. You can buy it for 5,000 studs.



You can also purchase the motorcycle just around the corner for 20,000 studs.



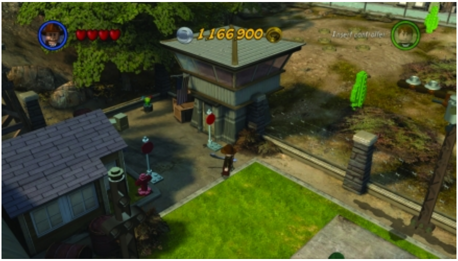
For the Army Jeep, you need to use General Ross. Fire his rocket launcher at the silver doors of the shed in the Hangar 51 area.



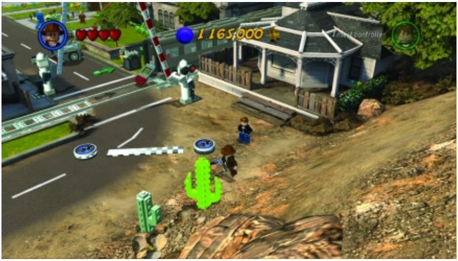
Once they blow open, you can move in and buy the Army Jeep for 30,000 studs.

The Colored Bricks

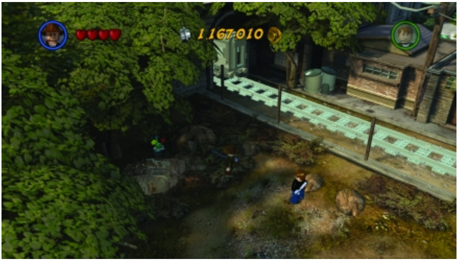
In each play set, there are different items that will reveal colored bricks—red, blue, and green. When you collect all of a certain color, you will unlock extras that you can purchase and activate. These act like cheats or provide fun changes to the game.



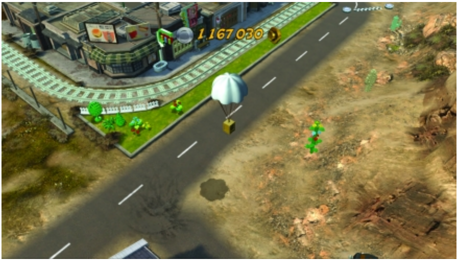
Hit the fire hydrants scattered about the area to get red bricks.



Hit these light green cacti in order to find blue bricks.

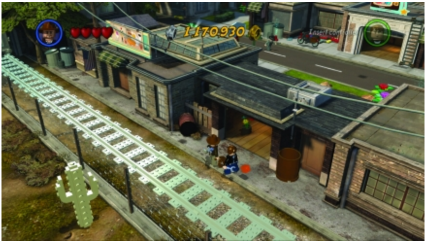


Finally, hit these flower planters to get green bricks.

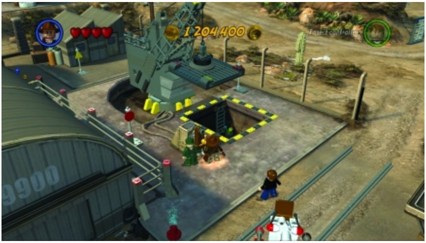


When you have all ten of any of the colors, a package will parachute down to the ground. Collecting all the green bricks allows you to purchase Disguise for 10,000 studs. Red bricks give you Fast Fix for 300,000 studs, and blue bricks let you get Scorex2 for 1,000,000 studs. If you need more studs to purchase these, go back to the bonus or treasure levels to pick up some extras.

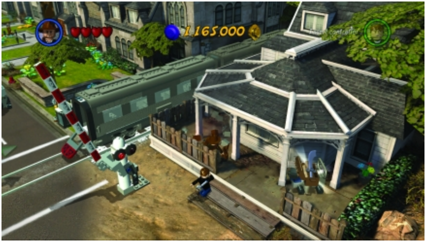
Tip



The flower planters with the green bricks can be the toughest to find. Look for them in this garage. In the Hangar 51 area, you will need to use the wheel by the crane to reveal one of these planters.



Note



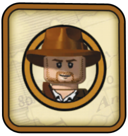
Look around the area to find lots of additional fun things to do. For example, at this house by the railroad tracks, you can pick up a sword.

The Play Sets

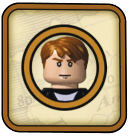
The Kingdom of the Crystal Skull Part II

Checklists

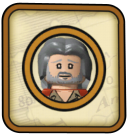
Characters



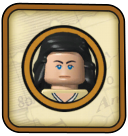
Indiana Jones (Crystal Skull)



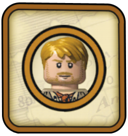
Mutt



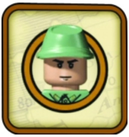
Oxley



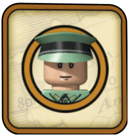
Marion (Cristal Skull)



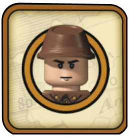
Mac



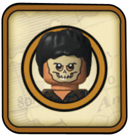
Soldier



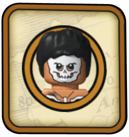
Russian Officer



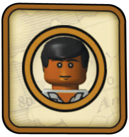
Russian Grenadier



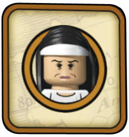
Cemetary Warrior



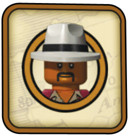
Cemetary Warrior King



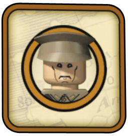
Patient



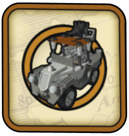
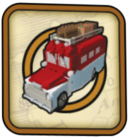
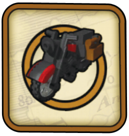
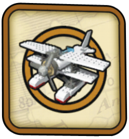
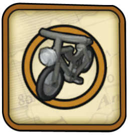
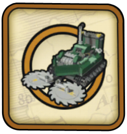
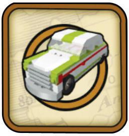
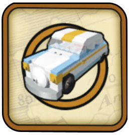
Peru Nurse



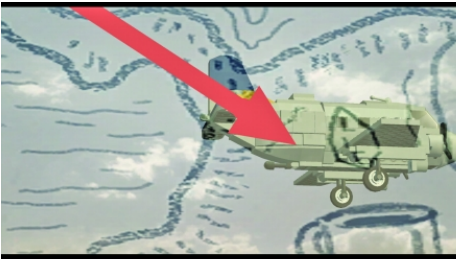
Market Trader



Dovchenko

Vehicles		
		
Army Jeep	Bus	Motorbike
		
Biplane	Bicycle	Jungle Cutter
		
Nazca Racer	Nazca Drifter	

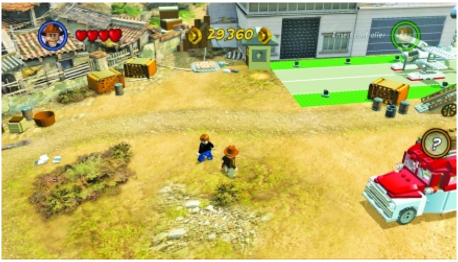
Peru Cell Perusal



Indy and Mutt travel to Peru in search of Oxley, since he knows where the crystal skull might be located. His last known whereabouts was an asylum, but when Indy and Mutt go to pay him a visit, they end up in the asylum themselves.

Story mode characters: Indiana Jones, Mutt

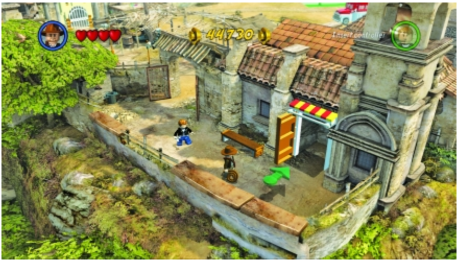
True Adventurer stud requirement: 30,000



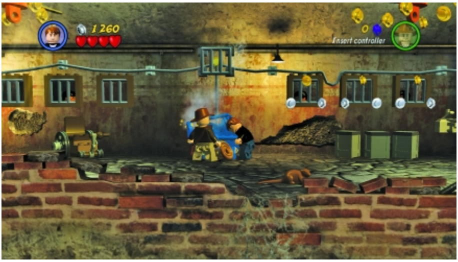
You begin at a small airport in a Peruvian village. Go around smashing crates and other objects to get studs you can use later for buying characters and vehicles.

40860
Insert controller

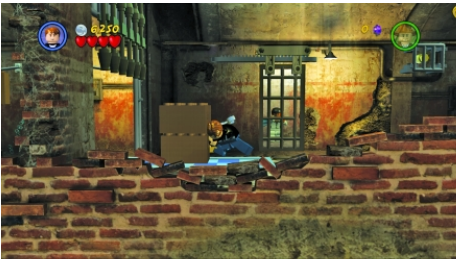
Once the airport area is clear, head into the market to find some more studs and get a feel for the local objects.



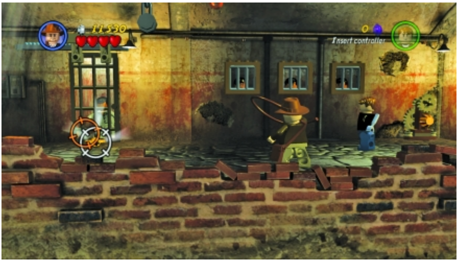
When you are ready to continue, head through the open door and into the asylum to look for Oxley.



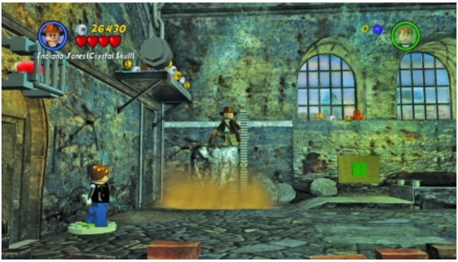
Switch to Mutt and use his wrench to repair the blue generator. Next, put together some pieces on the floor to make a wheelchair. Smash it up to get more studs. Also, walk around the edges of the room, especially along the half wall at the front to pick up high-value studs that are hidden. Also, as Indy, use the whip to grab on to the orange handles on the fans and pull yourself up for even more studs.



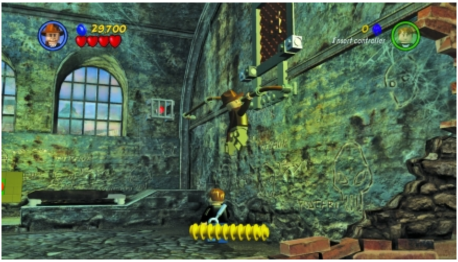
Grab on to the chain at the right side of this first room to raise the gate. Then switch to the other character to move through the gate and push crates along the checkered tiles to hold the gate up. Now both characters can come into the second room.



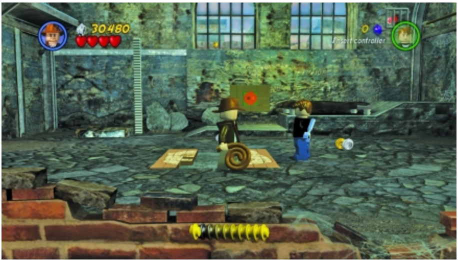
Build another wheelchair and break it for studs. Collect all that you can find in this room. The key to a mechanism is located near the door of one of the cells. As you approach, the inmate will grab the key to prevent you from getting it. Indy can use his whip to target the key and grab it without getting close to the cell. Use the key to turn the mechanism and open the gate on the right so you can enter the final room.



Upon entering, break the sink along the left wall to reveal a pressure switch. As one character stands on the switch, change to the other character and ride a stone elevator up to a catwalk. Push a crate along some checkered tiles and off the catwalk. Tiles fall out; you can assemble these as the first part of a map.

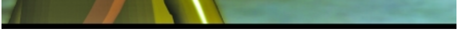


Assemble a handrail with parts in the room's far right corner, and then jump up to it. Get some studs and jump across another railing to the right. Grabbing on to this one will open a vent and drop more map tiles onto the floor. Add them to your partial map.



Now use your whip to grab on to the orange handle at the rear of the room. Place it on the green square at the back, and use the whip again to pull on the handle and reveal the last tiles. Add them to your map. As you complete the map, the inmates come in after you. However, Indy and Mutt escape through a window that leads to a graveyard behind the asylum.

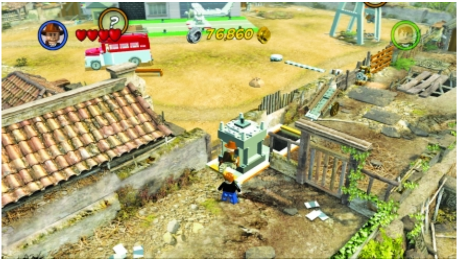
Tomb Doom



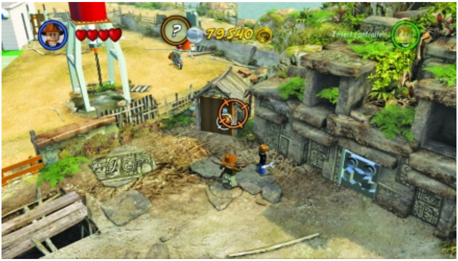
After escaping from the asylum, Indy and Mutt discover an ancient tomb located under the graveyard. According to Oxley's notes, this is where the crystal skull should be.

Story mode characters: Indiana Jones, Mutt

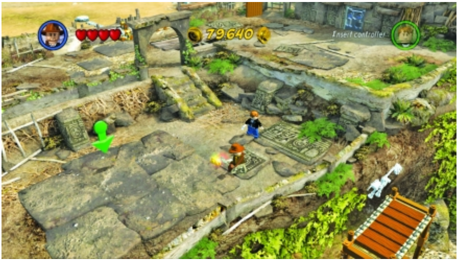
True Adventurer stud requirement: 60,000



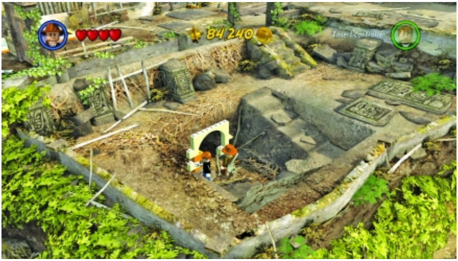
Right outside the asylum, you find yourself stuck in the graveyard. Break things to retrieve some studs, then push a monument along checkered tiles to that it falls into a pit and creates a way out of the graveyard.



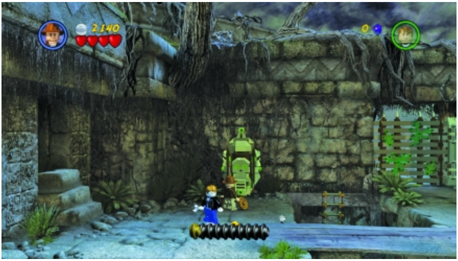
Use a mechanism to lower a gate so you can get back to the airport area later on. For now, however, use your whip to pull on an orange handle to open a shed. Inside is a shovel. Pick it up—you have some digging to do.



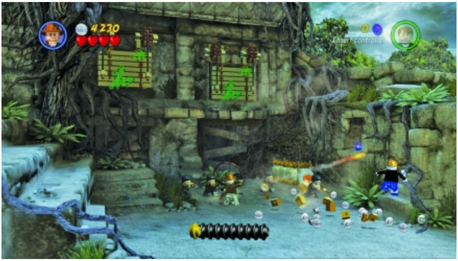
Move down to a sunken area and start digging where the flashing lights are. As you clear off a layer, dig in the next spot indicated by the lights until you completely excavate the entrance to a tomb.



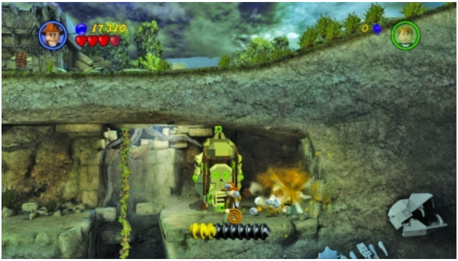
Pass through the archway to enter the tomb.



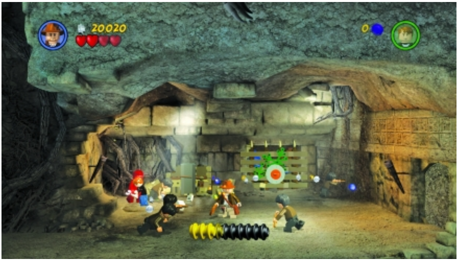
Head to the left and break things to find studs. You can hit and break the skull carvings for lots of studs. Try to earn the True Adventure award early in this level before things get too tricky and dangerous.



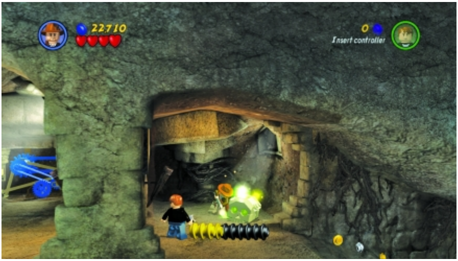
Make your way to the right and fight off some cemetery warriors armed with blowguns. Get in close to hit them before they can cause a lot of damage. Once you've defeated them, use the whip to pull a shelf of jars so you can jump onto it and enter an alcove, where you will find a purple stud and some blue ones. Then use the whip to pull on another orange handle to open a gate. Once it is open, advance farther into the tomb.



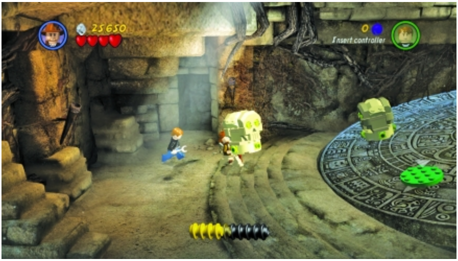
Jump to the middle of the gap and grab on to a vine; then jump over to the other side. Break the skull statue for studs, and destroy the conquistador skeleton for a shovel, which you will need later.



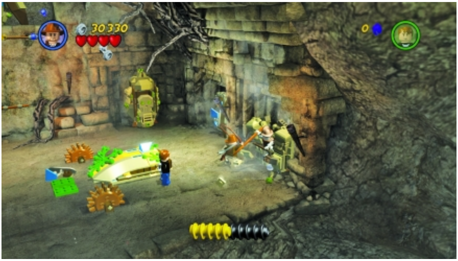
Climb to the bottom of the vine and head right. In the next chamber, you are once again attacked by cemetery warriors. Defeat them, grab some studs, and then pull on the handle with your whip to open a door. Mutt needs to fix a gear system with his wrench to open a doorway to the next chamber.



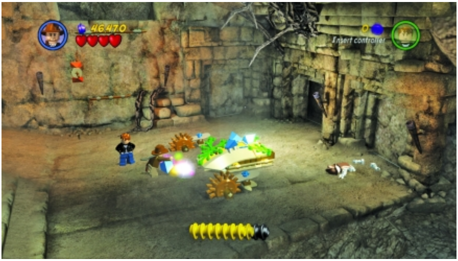
Dig up this large stone skull with your shovel; then carry it down a ramp and place it on a green circle.



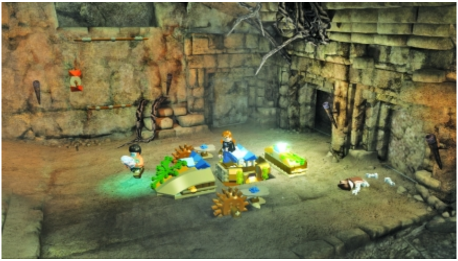
Another large stone skull is at the rear of the large chamber. Pick it up and place it on the other green circle to prevent it from moving under Indy's weight, and allowing him to reach a vine, which lowers from the chamber's ceiling.



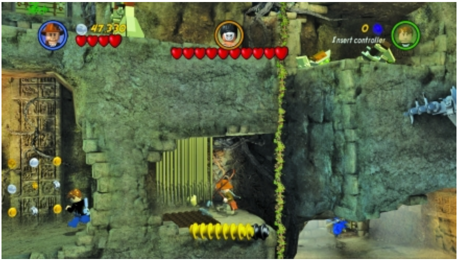
Start breaking statues and other items to find studs and two shields dropped by the conquistador skeletons. One on the right side also has a spear. Throw it at the target on the wall; next, jump to a high alcove, using the spear as a handhold. There you will find a third shield.



Place all three shields on the green pads and construct the remainder of the altar. The tomb in the middle will open to reveal the crystal skull. Pick it up.

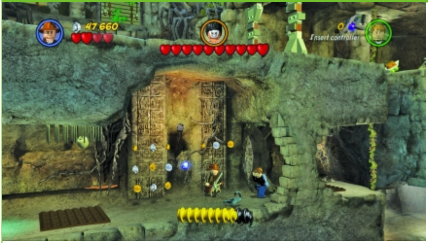


However, your possession is short-lived. A cemetery warrior grabs the skull and runs away with it. Follow him to the left as you backtrack through the areas you just traversed.

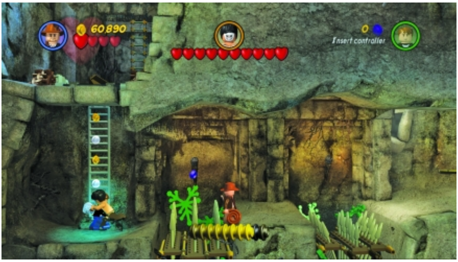


When you reach the long vine near where you found the shovel, climb up and head left. Watch out for the spikes that drop from the ceiling. Wait until they rise again, and then rush past them before they fall.

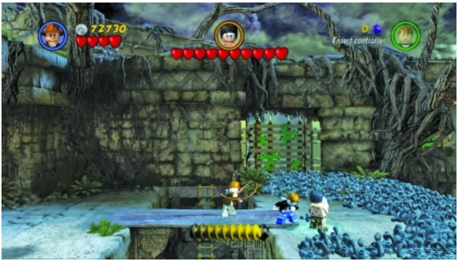
Tip



Mutt is scared of scorpions and refuses to approach them. Therefore, be sure you are in control of Indy and whip those scorpions so Mutt can follow you through the passages.



Continue to the left under more falling spikes, and jump over spears that rise from pits. Be sure to time your jumps to avoid getting stuck— literally. Follow the cemetery guard up a couple ladders to reach the tomb’s upper level, where you began.



Now, get in close to the cemetery warrior and attack. There are hordes of scorpions in this area. However, if you stay close to the warrior—who is holding the skull—they will not bother you. Alternately, you can stand on the bridge and whip the warrior without standing in the scorpions. Keep attacking with your whip until you defeat the warrior; then pick up the crystal skull and exit the tomb.

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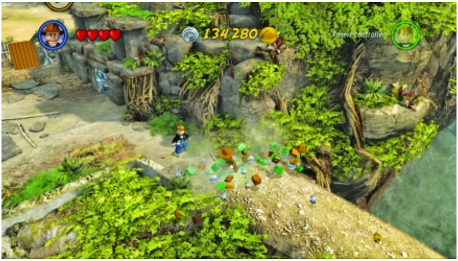
As you exit back to ground level outside the tomb, more cemetery warriors attack you. Fight them off and eventually you will be able to unlock the cemetery warrior for 20,000 studs.

Mac Attack

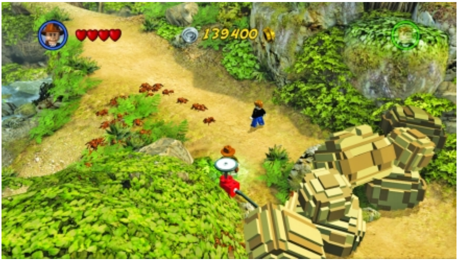
Indy and Mutt enter one of the tents in a camp and find both Marion and Oxley. However, the reunion is short–lived, as Mac and Spalko enter. Mac takes the crystal skull from Indy and gives it to Spalko. However, Spalko is not through with Indy and friends just yet. Dovchenko walks in with some soldiers and prepares to deal with the group. However, Mutt quickly throws down a lantern and sets fire to the tent, allowing everyone to escape. Spalko is not about to let them get away and radios for reinforcements.

Story mode characters: Indiana Jones, Mutt, Marion

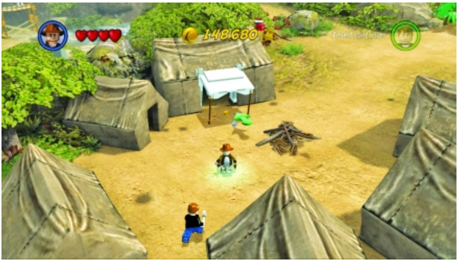
True Adventurer stud requirement: 18,000



To reach the camp, make your way across the land bridge over the river and continue to where a swarm of ants is waiting. Since Indy has the crystal skull, the ants will move out of your way.

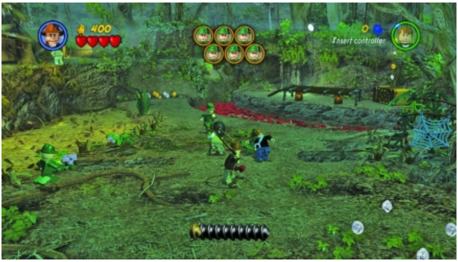


Pick up the white wheel-like object and place it in the red block. This is a detonator. Jump onto the white plunger and blow up the boulders blocking your path.

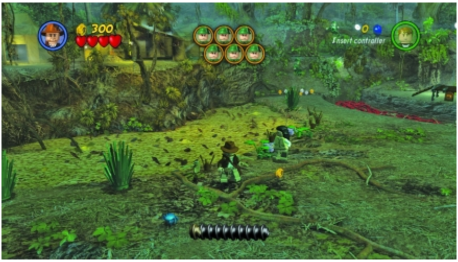


Head into this tent to continue the story.

Wave 1



The first wave of enemies consists of six regular soldiers. These are not armed and just fight with their fists. Defeat several of them, and target the last one or two with Indy's whip to tie them up. Leave them on the ground, and move around the area, smashing plants and other objects to find enough studs to earn the True Adventurer award. It is easiest to do this while the enemies are not shooting at you.

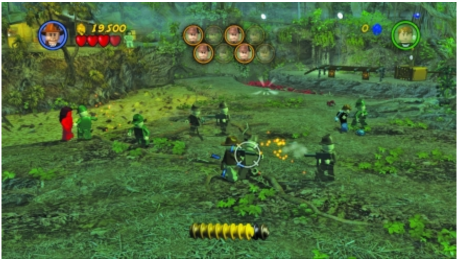


The area has some dangers. Along the left side is a large body of quicksand. If you walk into it, your character dies. Also, along the far center area is a long pit of snakes. You can't enter this or you will die. However, Marion can jump across it to get some studs that the other two can't reach.

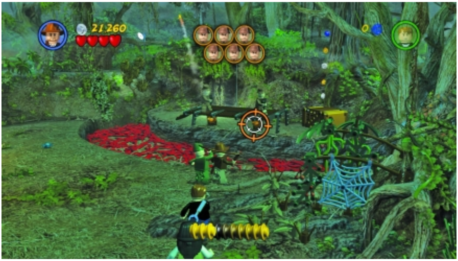
Note

Keep Indy away from the snake pit. If he gets right next to it, he will panic because of his phobia of snakes. There are also some small and large spiders wandering around the area. Mutt will freeze up if he gets too close to them. If this happens, quickly switch to another character and come to his rescue.

Wave 2

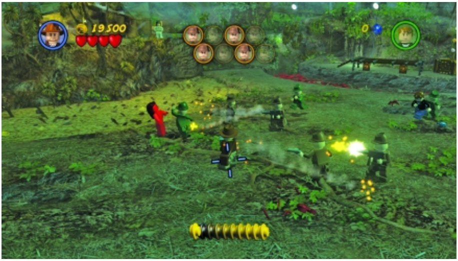


The next wave has six enemies armed with machine guns. Use the whip again to tie up a few so you can concentrate on the rest without being overwhelmed by their firepower. In addition, regular soldiers will also spawn from the sides.



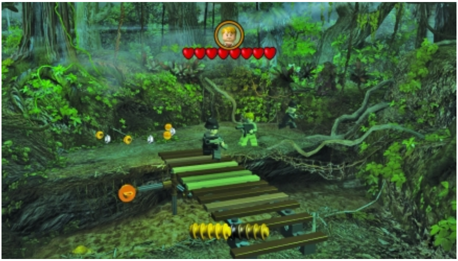
The machine gunners will fire at range from the platform on the other side of the snake pit, where Indy cannot get to them. However, his whip can still reach them. Either target the enemies on the platform to wrap them up and pull them into the pit, or target and pull the orange handles to make the platform collapse—dumping the enemies into the snake pit.

Wave 3

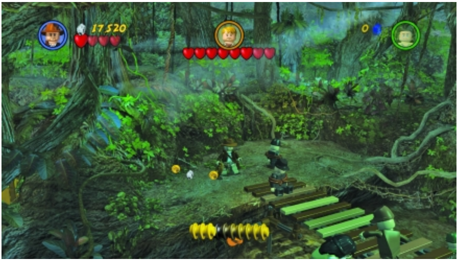


The next wave has eight machine gunners. Try to knock out one with your whip, and take his gun to use against the others. The volume of firepower this wave can put out is intense.

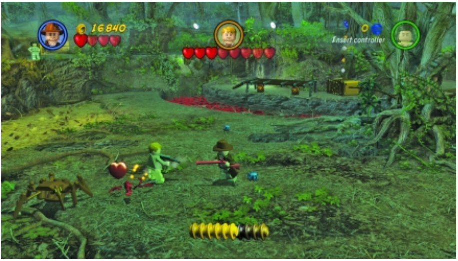
Wave 4



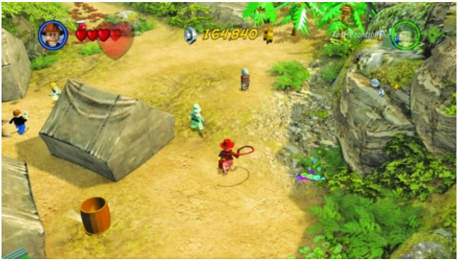
The last wave puts you up against Mac, his two riflemen, and assorted soldiers. However, to complete this wave, all you have to do is defeat Mac; all the other enemies will spawn back after you defeat them.



The riflemen can be trouble, as their bullets cause a lot of damage. In addition, if you try shooting at them with a gun, they will deflect your bullets with their rifles. The best tactic is to tie them up with your whip and then go after Mac.



Try to pick up a rifle dropped by a defeated rifleman. Either fire it at long range while targeting an enemy, or move in close and fire while pointing it toward your target. While you need to deal with some of the soldiers, focus on Mac as much as possible. Use your whip and any guns you can pick up to hit him over and over again. Once you defeat Mac, Spalko takes off in a vehicle with the crystal skull still in her grip.



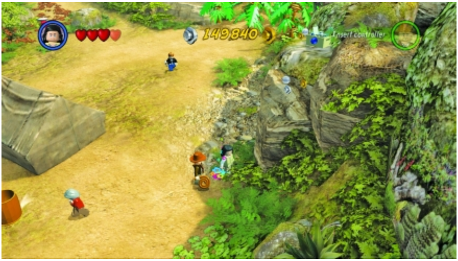
As you exit the tent at the end of the level, soldiers will attack you. Defeat several of them and you can then buy the Soldier character for 15,000 studs.

Rainforest Rumble

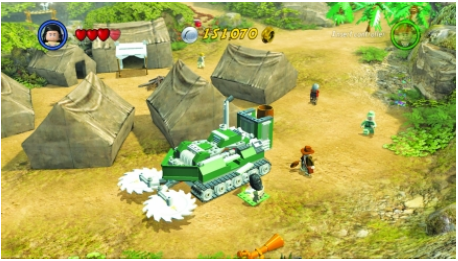
As Indy and his friends are clearing their way through the trees with the jungle cutter, they catch up to Spalko.

Story mode characters: Indiana Jones, Oxley

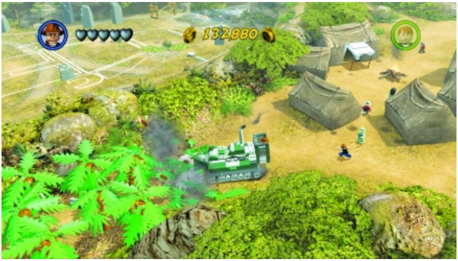
True Adventurer stud requirement: 150,000



To reach the next story level, you will need to fix and purchase the jungle-cutter vehicle located in the camp. Use Marion to jump to the top of this rocky ledge and pick up the crate of parts.

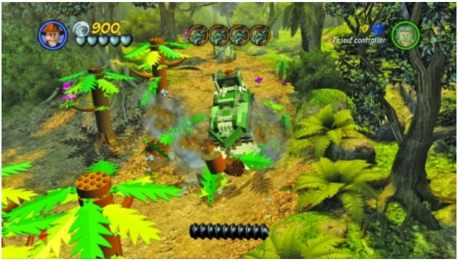


Carry it to the green platform by the jungle cutter and set it down. Now use these pieces to fix the jungle cutter; you can then buy it for 5,000 studs.

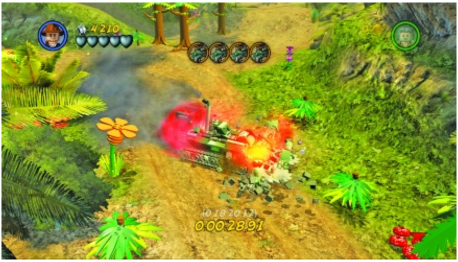


Cut your way through the tall palm trees that block the path toward the island's southern shore, and head to the right to find Spalko stuck in the mud. This will start the level. 63

Wave 1

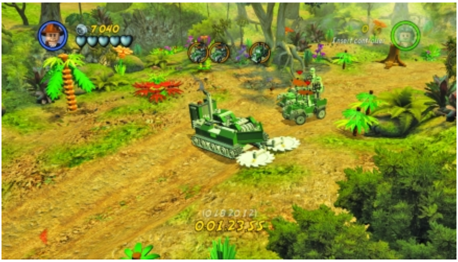


You begin at the top right corner of this level. To reach the main roads, cut your way through a series of trees to the south.

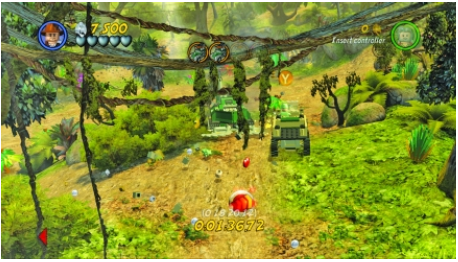


The first wave consists of four jeeps equipped with machine guns that travel around the level's right side in a counterclockwise direction. The easiest way to defeat them is to drive the jungle cutter in the opposite direction and hit them head-on with your dual saw blades. One hit will destroy each of the jeeps.

Wave 2

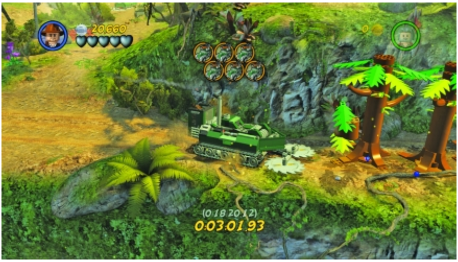


The next wave has three jeeps and a truck that travel the left side of the level.

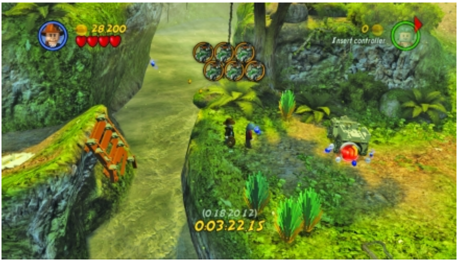


Since they are also driving around in a counterclockwise direction and maneuvering through some narrow areas in the middle of the map, stay to the far left corner and face right. As the enemy vehicles approach, move toward them to take them head-on and destroy them all.

Wave 3

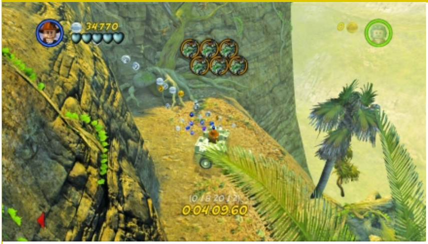


There are six jeeps you must destroy in this wave. However, you will have to reach them first. Drive the jungle cutter to the area's left side and then down to the cliff side. Head right and cut through trees until you get to a river. However, the bridge is out.

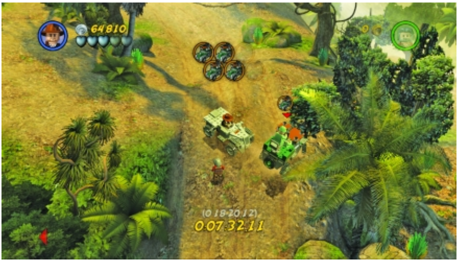


Exit the jungle cutter and find a new, smaller vehicle to jump across the river—the brown truck that continues to roam the left portion of the map just north of where you cut the trees. Once you're across, you will find a jeep waiting. Hop inside and head to the right.

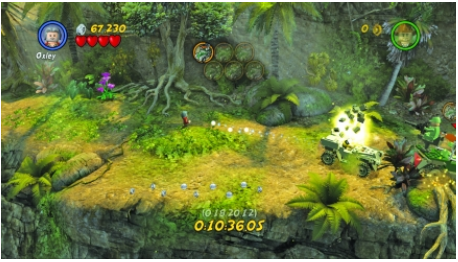
Note



If you go to this area's far right end and drive through some barricades and follow the trail, you will find a large cache of high-value studs. Next, head back to the course to finish this wave.

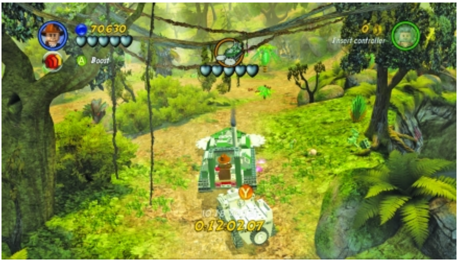


The jeeps are also traveling around this course in a counterclockwise direction. Be careful not to drive off the edge at the top of this area or you will fall to the lower area, where you faced off against the first wave; you will then have to cross over the river at the left side again to get back. Don't go for the head-on attacks this time, since you will cause a lot of damage to your vehicle. Instead, try to hit them in the side.

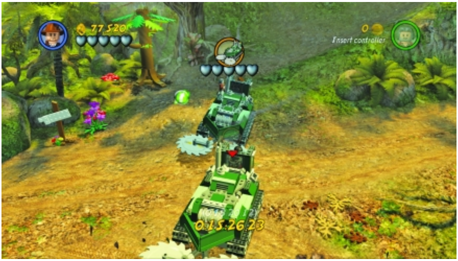


Another good tactic is to run them off the side of the cliff as they are driving to the right. This can cause less damage to your vehicle, and while a nudge may not damage the enemy jeep, the fall off the cliff side means you have one less jeep to fight against.

Wave 4



For the final wave, you are just going after Spalko, who is in her own jungle cutter. Drive off the cliff at the top left corner of the elevated area, and find the other jungle cutter, which is driving around on the left side of the level. Come up behind it and jump from your vehicle to the jungle cutter to take control of it.



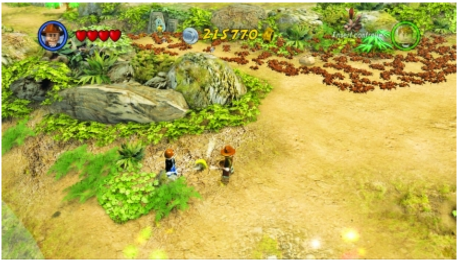
Don’t go head-on with Spalko or you will probably lose. Instead, wait off to one side for her to pass, and then come up behind her. All you have to do is touch the rear of her jungle cutter with your saw blades and the level is over. The crystal skull is once again in your possession.

Dovchenko Duel

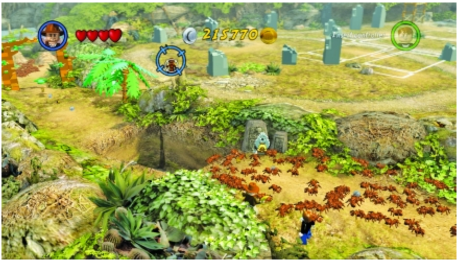
Indy and his party follow Spalko and Dovchenko and find them up in a tree in the middle of a mass of ants. A Russian on a bulldozer tries to come to the rescue but only knocks over anthills, releasing even more ants. While the crystal skull protects Indy's group, the ants take Dovchenko. However, he is able to control the ants to create a giant foe.

Story mode characters: Indiana Jones, Mutt, Oxley

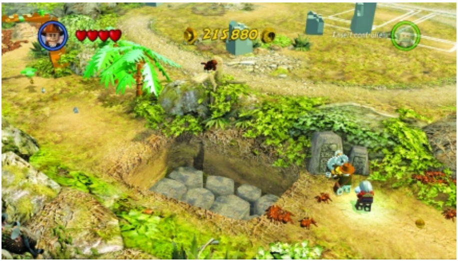
True Adventurer stud requirement: 50,000



After chasing Spalko, head to the left along the coastline and pick up a banana by smashing a basket of fruit.



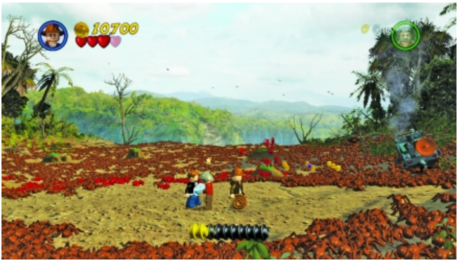
Throw the banana to a monkey on a rock. The monkey will in turn throw down a key for you.



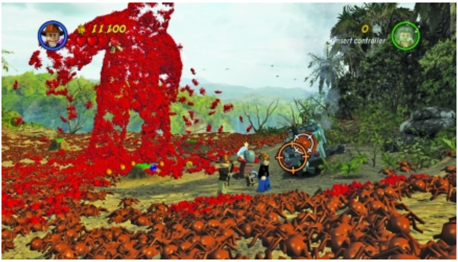
Bring Oxley with you to move the ants out of the way so you can put the key in a mechanism and turn it. A group of rocks will rise out of a pit; you can now move across to the other side. Keep moving toward Spalko and Dovchenko to begin the level.

The Giant Ant Man

Wave 1

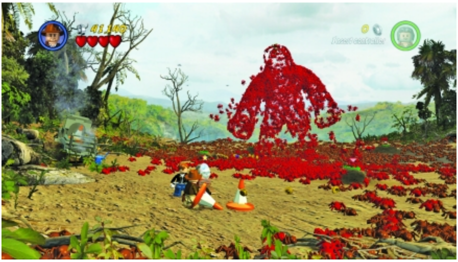


When this level starts, Dovchenko attacks you. Hit him back with Indy's whip. After defeating him, some ants will carry him away. However, this battle is just beginning. Look around and note that there are two of the five anthills in this area have red ants coming out of them. The red ants will form the giant ant man, which is controlled by Dovchenko. You can control Indy and Mutt. Oxley will follow you to keep the brown ants covering the area away from you.

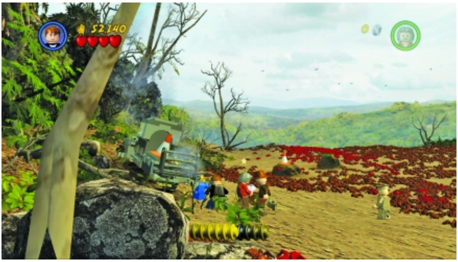


In order to defeat the ant man, you need to cover the two anthills. A vehicle is on the right side of the area. Use the whip to target and grab the orange cone off the back of it. Place it on the closest anthill.

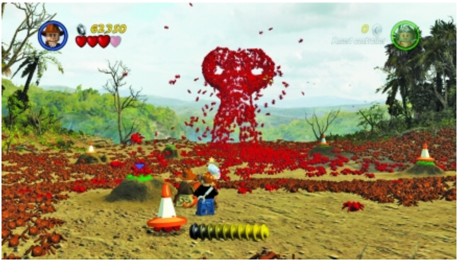
Wave 2



Now head left to find two more cones. Pick one up and put it on the other anthill with the red ants coming out. This will cause the ant man to fall apart and release Dovchenko who will once again attack you. Defeat him again and he forms the ant man for a second time.

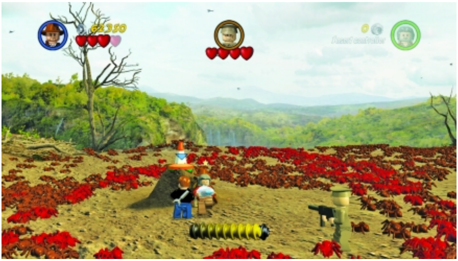


Now you have to cover three anthills. Pick up the second of the pair of cones on the left side of the area and place it on the closest anthill. To get another cone, Mutt will have to use his wrench to work on the vehicle on the left side so that Mutt can then jump up into the back of the truck to pick up the cone. Carry this cone and put it on a second anthill.

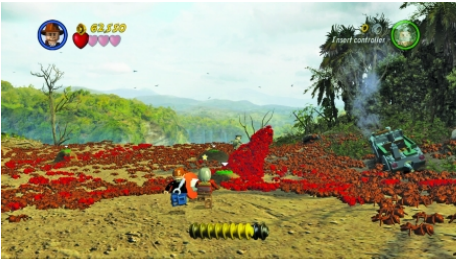


You still need a third cone. Look around and you will see some ants carrying around another cone. Pick it up from the ants and then place it on the third anthill.

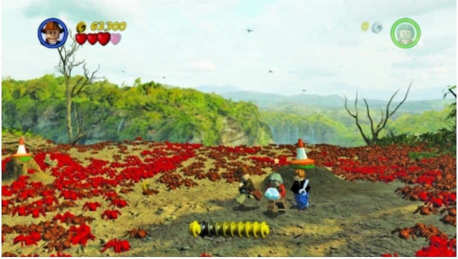
The Ant Shark



Once you get all three cones on the anthills, the ants will release Dovchenko again, who then comes at you with his machine gun. Use Indy's whip to defeat him.



When you defeat Dovchenko, the red ants knock the cones off the anthills, and now they come at you in the shape of a shark. They will jump into the air and try to dive down on you to cause damage.



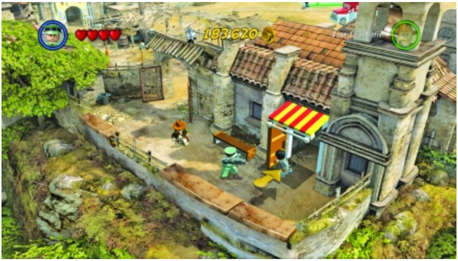
Once again, pick up the cones and cover all the anthills to defeat the red ant attacks.

The red ants return to their colonies, leaving the brown ants to pull Dovchenko into another anthill. Hopefully that will be the last of him.

Treasure Mode

Now that you have finished the five Story mode levels, head back to those locations and complete the Treasure mode levels to earn more studs and collect artifact pieces.

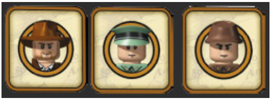
Musical Mania



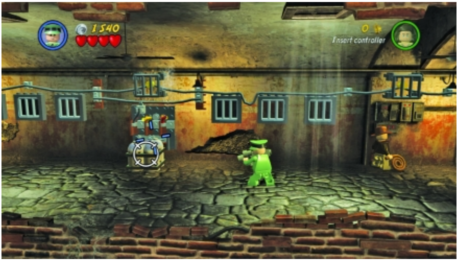
Return to the asylum near the airport to enter this level. You will need a character with a whip and one with explosives.

Treasure mode characters

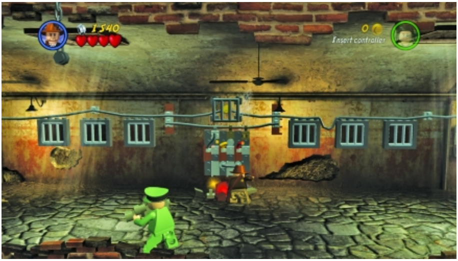
Indiana Jones, Russian Officer, Russian Grenadier



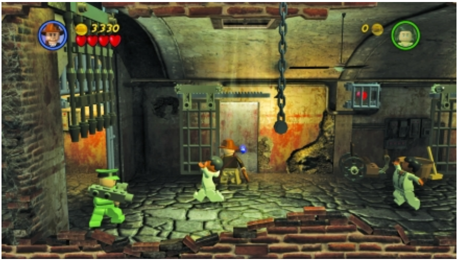
True Adventurer stud requirement: 20,000



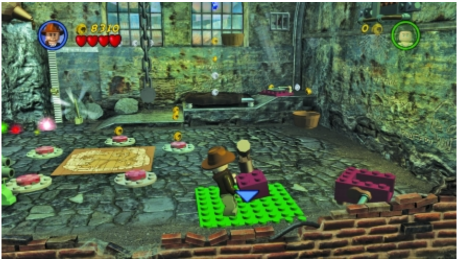
Start off by breaking things around the first room of the asylum to collect studs. Walk along the low wall to pick up studs hidden from your view. Once you have them all, use the Russian Officer's rocket launcher to blow up the air tanks.



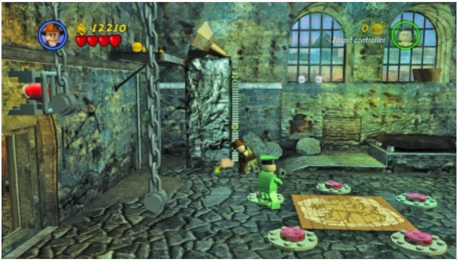
Now you can put together the pieces left behind by the tanks to reconnect the power to the circuit and open all the doors in the asylum.



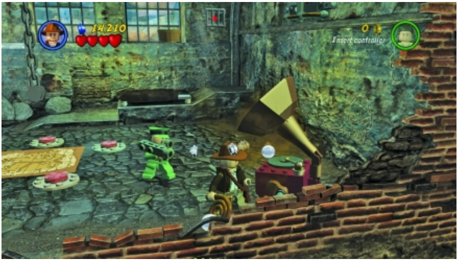
Head into the next room and smash objects to find all the studs in here. Also be sure to enter the cells at the back of the room to find some blue studs.



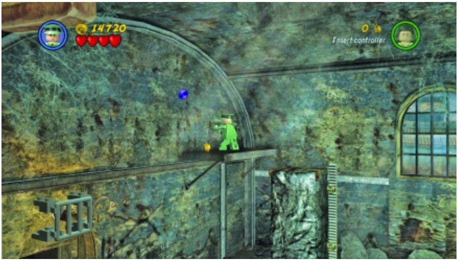
Continue to the final room to the right and pick up pieces of a broken device, and place them on the green pad.



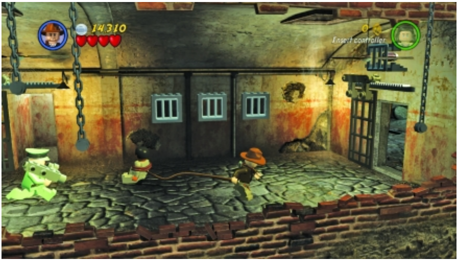
To get one of the pieces, pick up the shovel at the back of the room and dig where the flashing lights are on the floor.



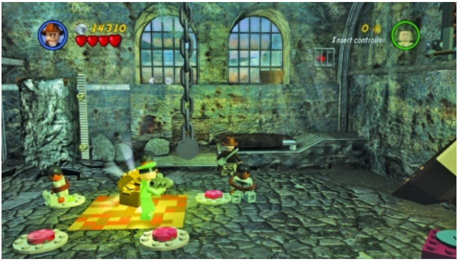
Put together the pieces to listen to a phonograph.



If you want the True Adventurer award, use the trampoline to jump onto the left windowsill, then jump across to the stone pillar and finally to a catwalk on the room's left side. Jump off the end to get a purple stud.

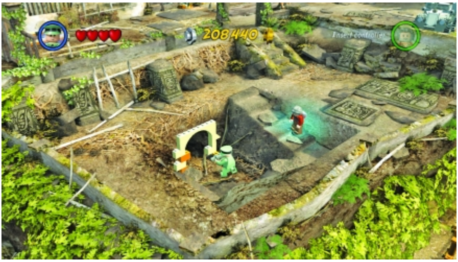


Now head to the previous room to the left, and use your whip to capture some of the inmates and drag them back into the large room.



Place the tied-up inmates on three of the pressure switches, and then stand on the other two with your characters to make the artifact appear. Grab it to complete this level.

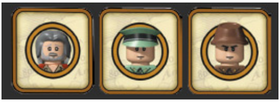
Tomb Time



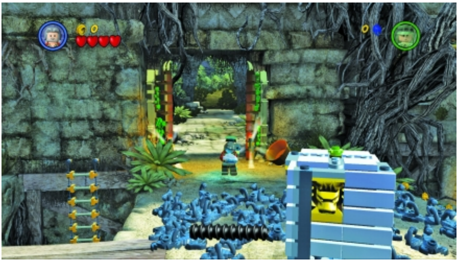
Head to the tomb in the graveyard near the village. Take along a character with the crystal skull and one with explosives.

Treasure mode characters:

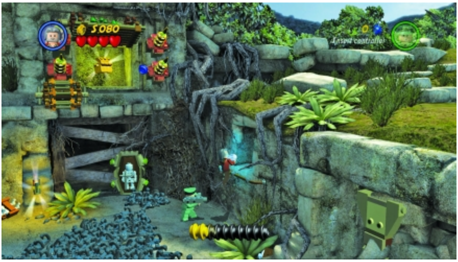
Oxley, Russian Officer, Russian Grenadier



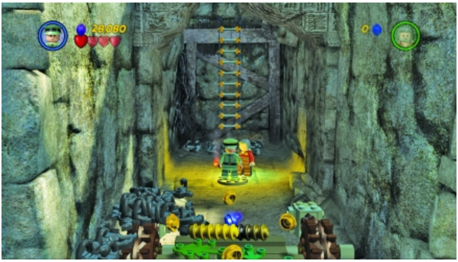
True Adventurer stud requirement: 23,000



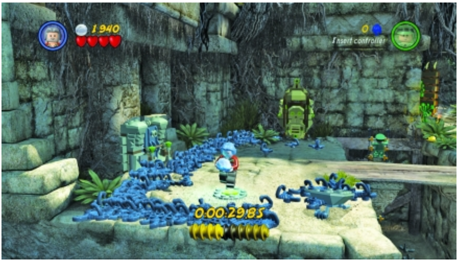
This level is filled with scorpions. Oxley has the crystal skull, which will keep them at a distance. Use the Russian Officer's rocket launcher to blow up the crate in the middle of the level.



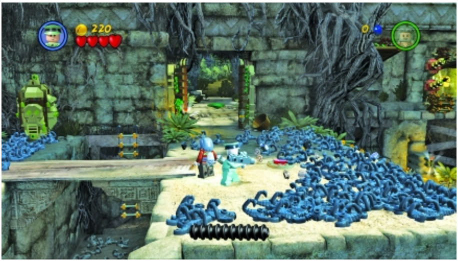
Now go around the area blowing up and smashing things to find studs. Grab on to the handrail along the right side and pull yourself up into a small alcove, where you will find enough studs to get you the True Adventurer award.



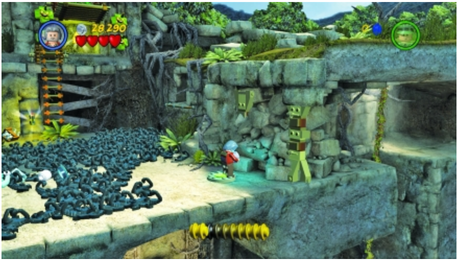
The artifact is visible right at the start. You just have to figure out how to reach it. A rolled-up ladder is what you need to lower. To do this, walk over four pressure switches. Each has a timer, so it will stay green for a short amount of time. In order to lower the ladder, you must have all the switches green at the same time. Start off by heading to the tomb's left side and dropping down to the lower level and stepping on the switch.



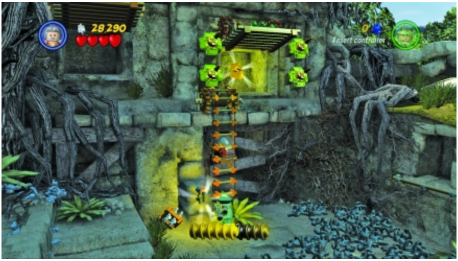
Quickly climb up the ladder and jump to the left to hit the switch on the area's left side.



Next, rush across the wooden planks to step on the switch in the center (where the large crate you blew up at the start had been positioned).

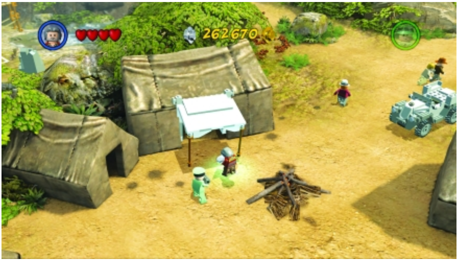


Finally, run to the switch at the tomb's far right side, and the ladder will lower to the ground.



Now climb up the ladder to reach the artifact and complete the level.

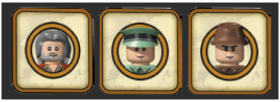
Mirror Mayhem



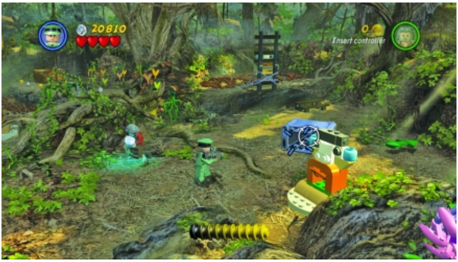
This level requires a character with the crystal skull and one with explosives. Head down to the camp and enter this tent to begin.

Treasure mode characters:

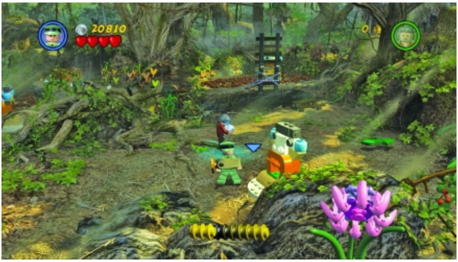
Oxley, Russian Officer, Russian Grenadier



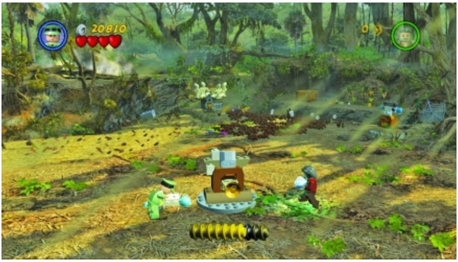
True Adventurer stud requirement: 11,000



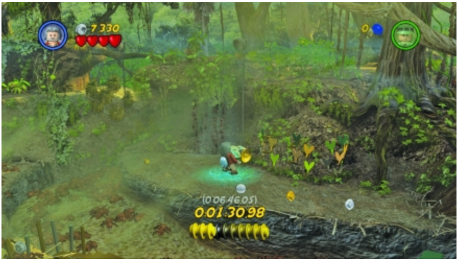
This level has many ants, so use the crystal skull to keep them away. A good tactic is to go around hitting plants to get studs. In fact, you can get enough to earn the True Adventurer award by just hitting the plantsÑespecially the large flowers. Once you are ready to get down to business, use the Russian Officer's rocket launcher to blow up the metal containers to reveal parts.



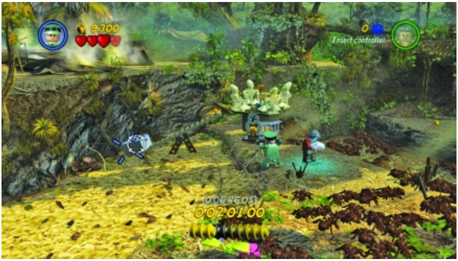
Pick up the part from the container near where you started this level, and place it on the nearby statue.



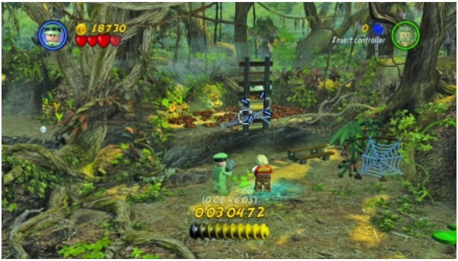
Head to the left and use the pieces near the statue to fix it.



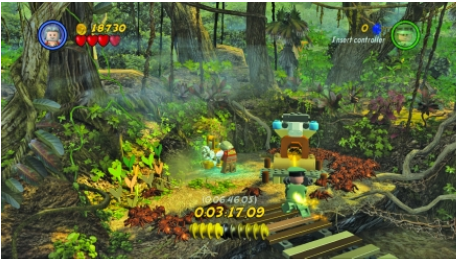
Next, send Oxley to punch the crate on the other side of the pit, collect the studs, and pick up the piece. Place it on the statue by the pit.



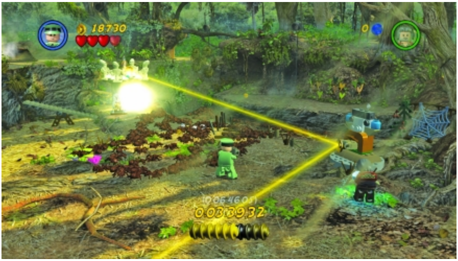
Now, move near the group of four skeletons, and use the rocket launcher again to blow up a box on the end of a metal beam. When it explodes, the other side of the beam will lower so you can pick up a key. Place the key in the mechanism to turn the skeleton platform; this moves a mirror into position.



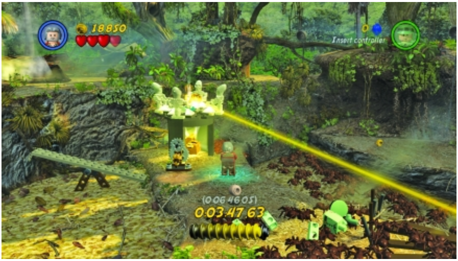
Return to the area where you entered this level, and fire the rocket launcher at the metal chain to lower a bridge.



Send Oxley to the bridge's other side to spread out the ants and pull on a lever that will make this statue shine a beam of light.

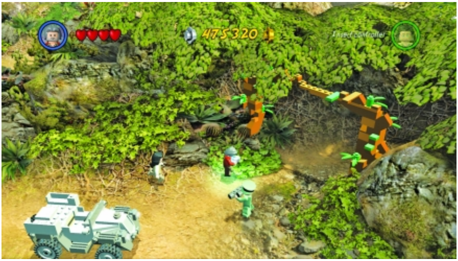


If you fix all the statues, the beam will make it to the skeleton platform and raise it. Fire the rocket launcher at the metal bars that are now visible to gain access to the artifact.



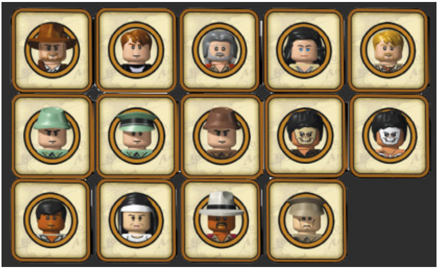
Finally, move to the artifact to complete the level.

Campfire Countdown

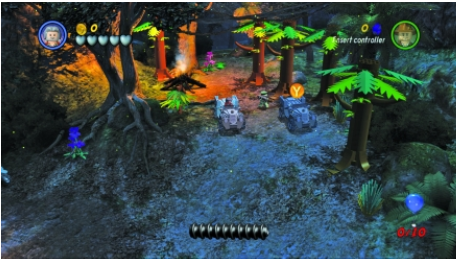


This is a driving level. To start it, head south from the camp and then go to the right and enter this area.

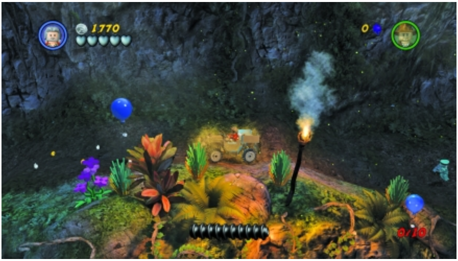
Treasure mode characters: Any



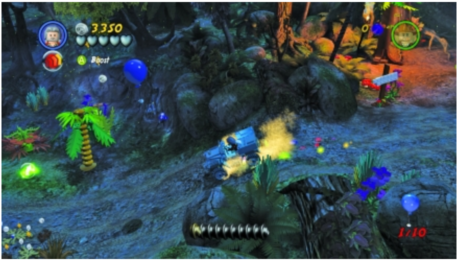
True Adventurer stud requirement: 168,000



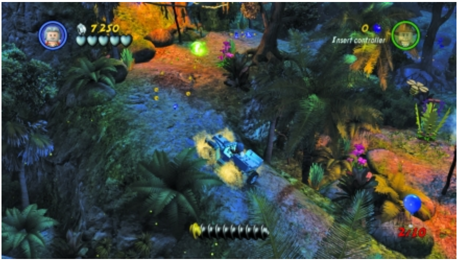
If you want to earn the True Adventurer award, you must collect a lot of studs. While there are some spots where you can pick up high-value studs, you will still have to run over many different plants and other objects in order to get enough studs. You begin in the far right corner of the level.



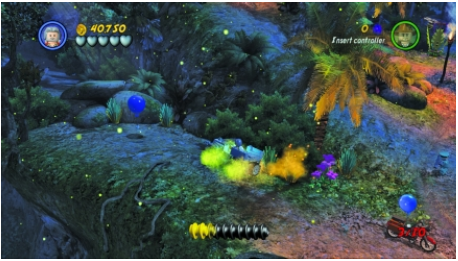
To unlock the artifact, you must pop ten balloons. Right from the start, head along the path to the left, which leads up the hill.



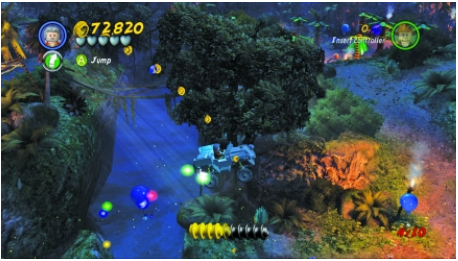
Return to the main road and continue to the left. As you head down a short hill, you see a balloon overhead. Run over the green Jump power-up; then go back up the hill, turn around to drive left again, and jump right before the road drops to pop the second balloon.



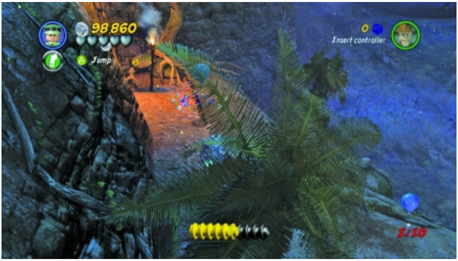
Continue along the road to the left as it curves around toward the camera. When you see a path off to the left, take it to find lots of studs and the third balloon.



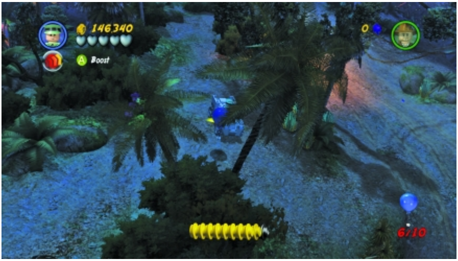
Return to the road and drive toward the camera until you see motorcycles. Take this path to the left to get the fourth balloon.



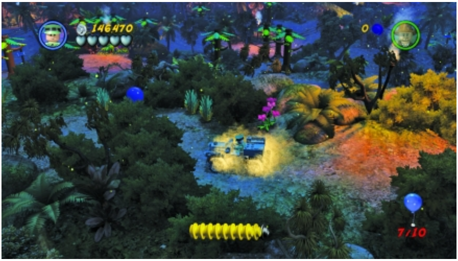
Grab the Jump power-up and head to the level's near left corner; then drive to the right. Jump as you drive up the ramp over the river, and pop the fifth balloon while in flight.



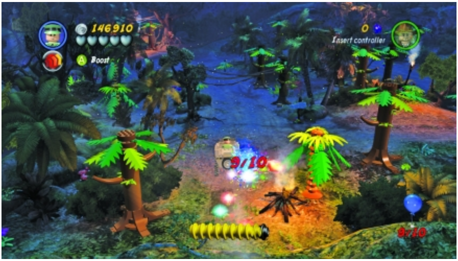
Now drive all the way to the right and crash through some barricades. Follow this path to a bunch of studs and the sixth balloon.



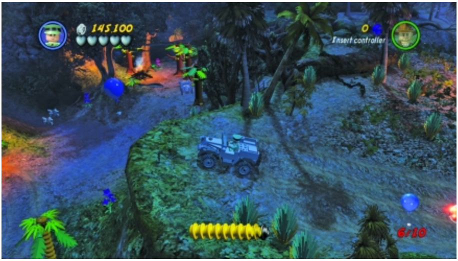
Return to the main road and drive up the hill away from the camera. Keeping going in this direction to find the seventh balloon.



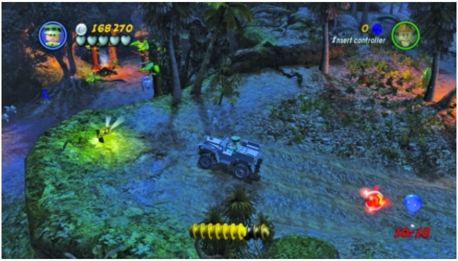
Follow the high road to the left, and you will hit the eighth balloon.



When this road turns back toward the camera, you will see the ninth balloon off the edge of the cliff. Turn and drive off the cliff, away from the camera, to pop this one.

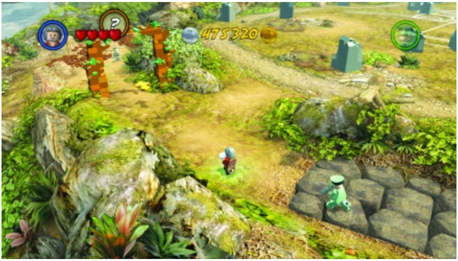


Now you must drive to the level's left side, and follow the road toward the camera until you can drive to the right to jump over the river again. To the left of the area where you found the seventh balloon, you must jump off a cliff again to pop the tenth balloon.



The artifact will now appear at the cliff you just drove off. Drive back to it and get the artifact to complete this level.

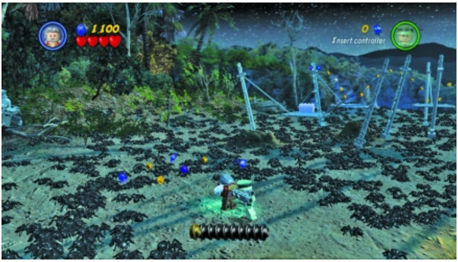
Jungle Jump



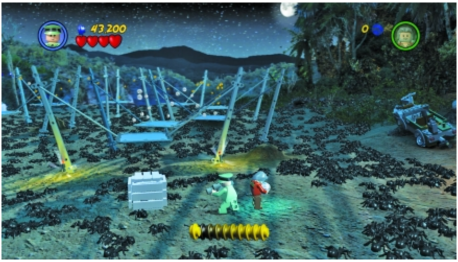
The last Treasure level is located in the anthills where you faced off against the giant ant man. For this one, you will need a character with the crystal skull and one with explosives.

Treasure mode characters: Oxley, Russian Officer

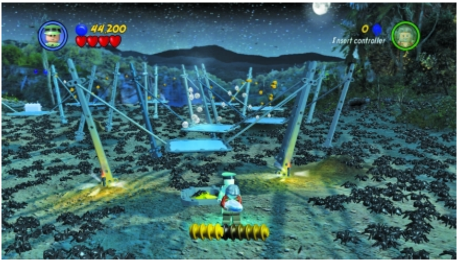
True Adventurer stud requirement: 36,000



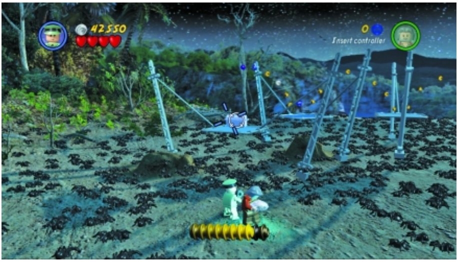
This level takes more skill than thinking, since there are not really any puzzles to solve. Start off by taking control of Oxley and walking around the area, picking up studs. You can easily earn the True Adventurer award right at the start by looking for groups of studs like this one with a purple stud surrounded by blue studs.



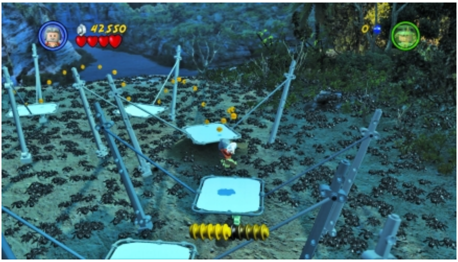
When you are ready to go for the artifact, switch to the Russian Officer and use his rocket launcher to blow up this silver case.



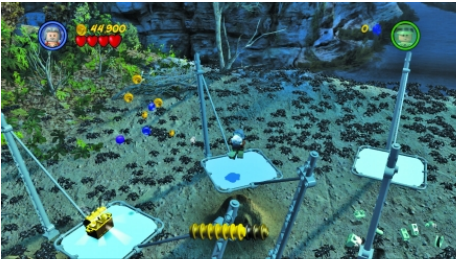
Inside the case are parts. Assemble them into a fan, which will give you a boost up onto the trampolines.



However, before you start jumping, blow up the silver chest at the end of the series of trampolines to release the artifact.

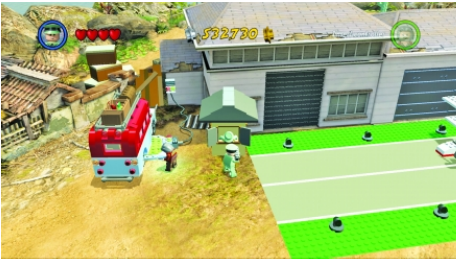


Jump from one trampoline to the next. You must get a high jump in order to make it to the next trampoline; therefore, work on the timing so that you press the Jump button just after you land on the trampoline and as it starts to rebound. Also, hold down the jump button to make your character jump higher.



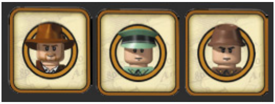
Continue all the way around, collecting more studs as you go, until you reach the artifact to complete the level.

Bonus Levels



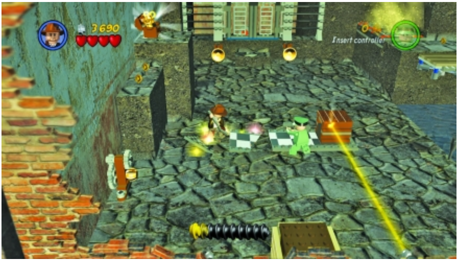
Peru Airport

This first bonus level is located at the airport where you first begin this play set. In order to access it, you will need the Russian Officer. Send the Russian Officer to the security post to talk to the guard. Since your character has security clearance, the guard will open the door of the hangar, allowing you to enter and begin the level.

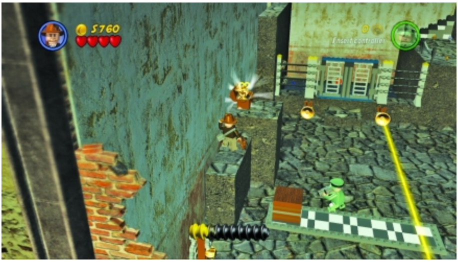


Bonus level characters: Indiana Jones, Russian Officer, Russian Grenadier

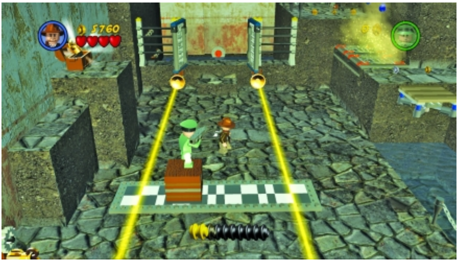
True Adventurer stud requirement: 27,000



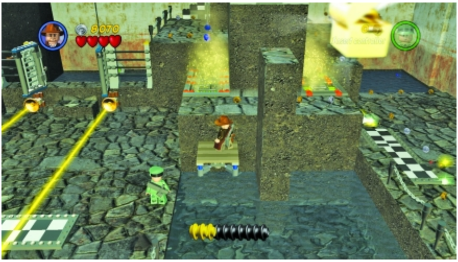
At the start, go around breaking all the crates you can to collect studs. Be sure to check behind the low brick wall at the front of the level; some studs are hidden from the camera there. Use the Russian Officer's rocket launcher to blow up the silver chest; retrieve the shovel. Use the shovel to dig up the checkered tiles so you can slide a crate to the left.



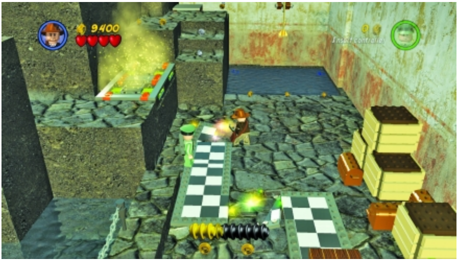
Jump onto the crate so you can then jump onto a couple of stone platforms. At the top, pick up a key from a chest and then jump back down. Use the key to turn the mechanism, which will activate a second light beam (the first light beam is already on at the level's beginning).



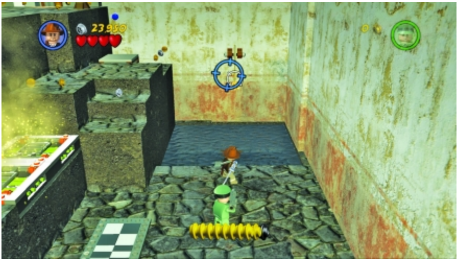
Push the crate on the checkered tiles slightly to the right so that both light beams can hit their target. This opens the gates at the back of this area. Use Indy's whip to pull on the orange handle to lower a platform to the right. However, before heading in that direction, jump into the water to find some studs. In order to get the studs that are deeper underwater, swim over them and then jump up. When you come down, you will dive down into the water a bit and be able to get those elusive studs.



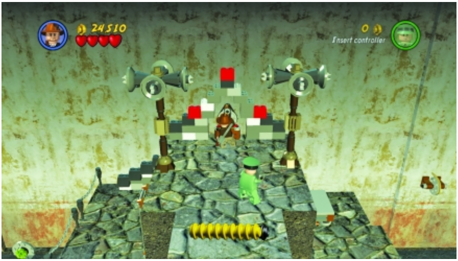
Now jump up on the lowered platform, and head to the level's right side. Stay away from the toxic areas by the orange tiles. For now, ignore the blue studs hovering over them; you will just kill yourself trying to jump to get them. It will be easier—and safer—to get them later.



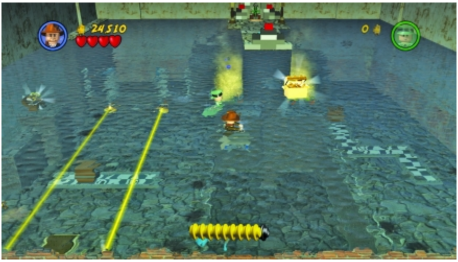
On the area's right side, use the shovel to dig up more checkered tiles, and then smash all the crates to find more studs. Use the rocket launcher to blow up a silver chest, which contains a sword.



Pick up the sword and throw it at the rope hanging over the water. This activates an elevator platform along the back wall. Jump into the water to find more studs, and push the crate along the checkered tiles so you can jump onto the stone platforms in the center of the level.

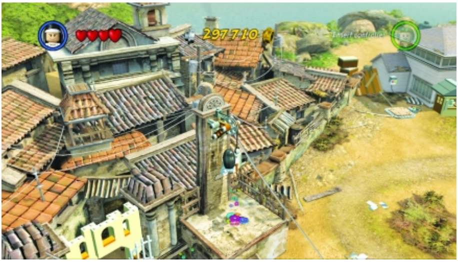


Once on the center platform, turn the wheel at the back to flood the level.



Swim out into the middle of the level, and jump up to grab the artifact and complete this bonus level.

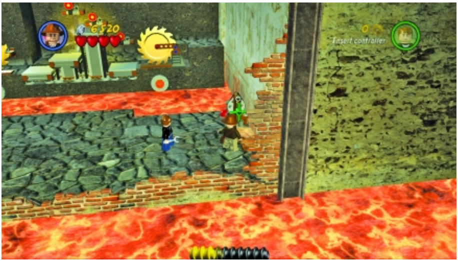
Peruvian Market



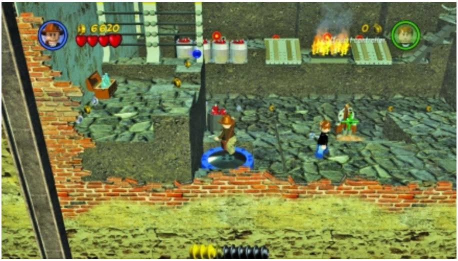
The next bonus level is in the village. Select a female character such as Marion, and jump onto the platform where the flowery icons are. Jump up again to grab on to a pulley to open the gate below; this leads to the bonus level.

Bonus level characters: Indiana Jones, Mutt

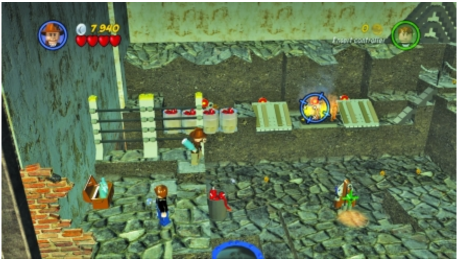
True Adventurer stud requirement: 26,000



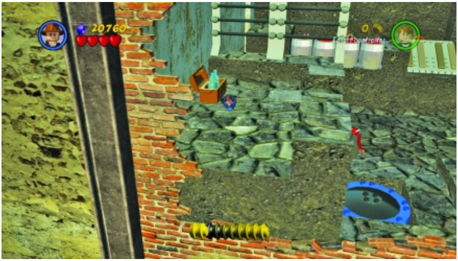
This level features lava, guns, and dynamite. Start off by breaking crates to collect studs. Next, turn this wheel on the area's right side to drain the lava.



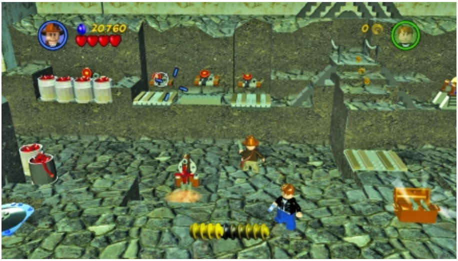
Now head to the left, and use the trampoline to jump to the platform on this side and pick up more studs.



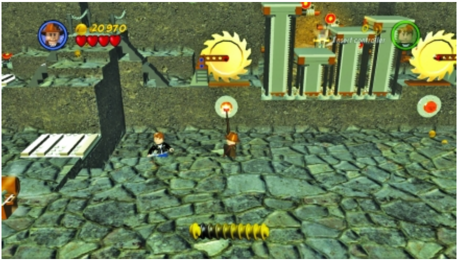
Before jumping back down, pick up a bottle of water and throw it at the flames along the back of the area. Repeat this, since it will take two bottles to douse all the flames.



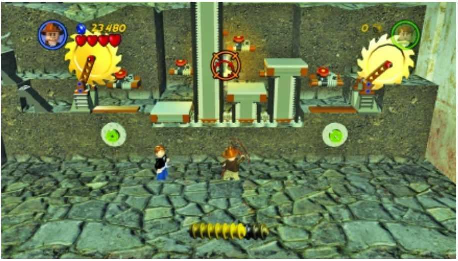
If you want to earn the True Adventurer award, look behind the stone platform with the water bottles and you will find a purple stud. Then head to the chest in the area's middle, near where you started, to pick up a pistol.



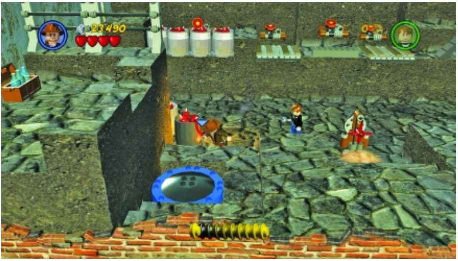
Turn the wheel on the left side, down where the lava was. This will lower some ramps so you can shoot at three targets. The fourth target is covered by barrels of dynamite.



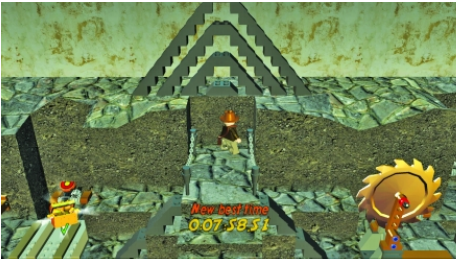
On the area's right side, use Indy's whip to pull on the orange handles to start the saws moving. Use the pistol to shoot the targets behind the saws and elevators as these obstacles move out of the way.



Now use the whip to grab the torch from the wall behind the elevators. You will have to time it just right to flick the torch toward you.

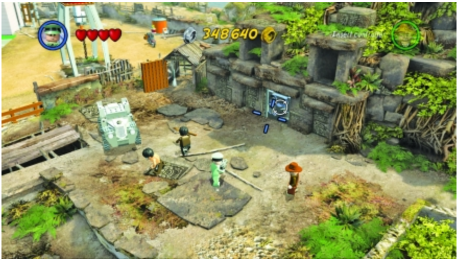


Pick up the torch and use it to light the barrel of dynamite on the area’s left side; then get out of the way. Pick up the studs released by the explosion, and shoot the final target using your pistol.



Walk up the ramp that now rises in the center. Continue to the top to get the artifact and complete this bonus level.

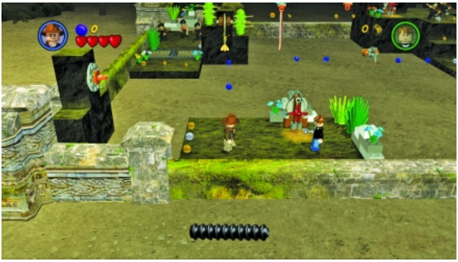
Graveyard Tomb



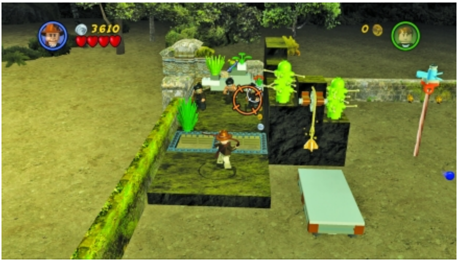
Locate the silver door in the graveyard near the airport. Use the Russian Officer’s rocket launcher to blast the door. Enter this tomb to begin the bonus level.

Bonus level characters: Indiana Jones, Mutt

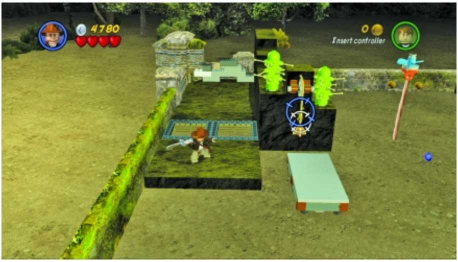
True Adventurer stud requirement: 21,000



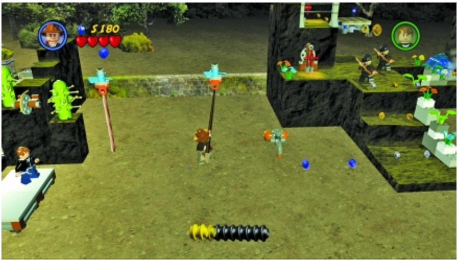
You start out on a small platform at the bottom of the area. Collect studs by hitting plants; then turn the red wheel to raise a platform out in the middle of the quicksand. Next, use the whip to pull on the orange handle to raise another platform.



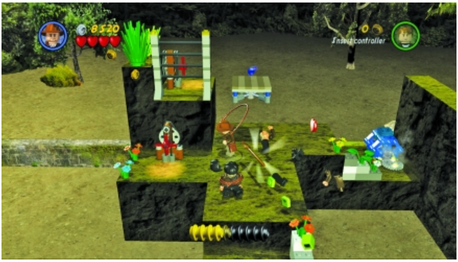
The smaller platform will sink into the quicksand and will then rise again. Time your jumps to get across to the larger platform on the far left. Watch out for the pits separating you from the three cemetery warriors. Instead, target them with your whip from a distance. Drag them toward you so they fall into the pit, or just jump across and take them out.



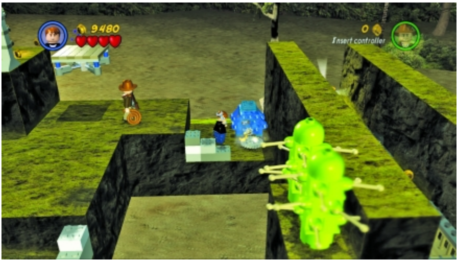
After defeating the last cemetery warrior, pick up the sword and jump over the pits to collect some studs from the plants; then jump back over the pits and throw the sword at the rope to raise another platform.



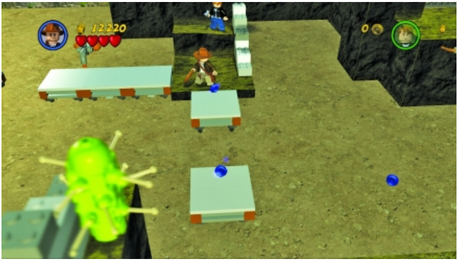
Jump across to the rope and swing to get some studs. Next, jump to the right. While in midair, use the whip to grab on to the next handle. Swing across to the rectangular platform after it rises from the quicksand, and quickly continue to the other side.



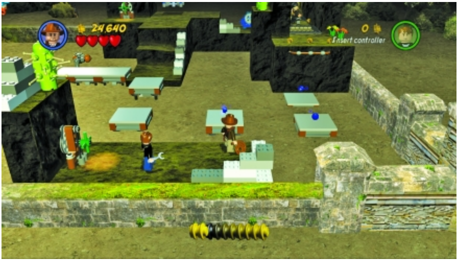
Defeat the two cemetery warriors, and then turn the red wheel to raise a platform in the middle of the quicksand so Mutt can join you.



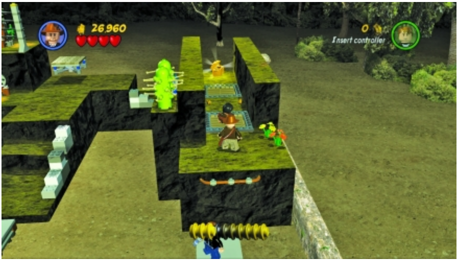
Switch to Mutt and work on the blue motor on this platform's right side. Once it is working, an elevator will lower so you can jump up and turn another red wheel to raise some more platforms out in the quicksand.



Jump across these platforms to reach another platform on solid ground. Turn another wheel to raise the last set of platforms out in the quicksand. Be sure to check behind the wall by the wheel for a purple stud.

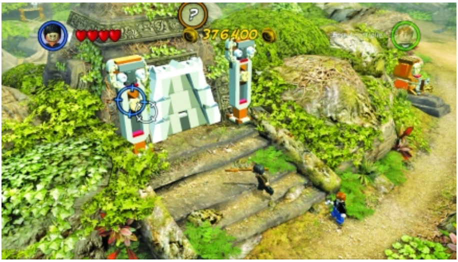


Jump across the three small platforms, and grab on to the handrail to pull yourself up onto the last area.

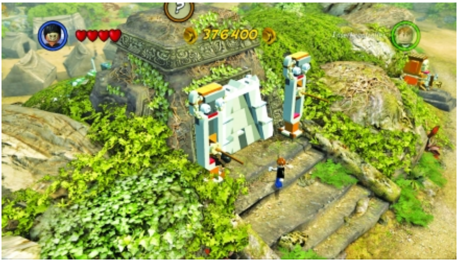


Use your whip to pull the cemetery warrior into a pit, and jump across two pits to reach the artifact and complete the level.

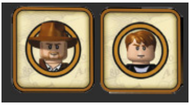
Temple Tussle



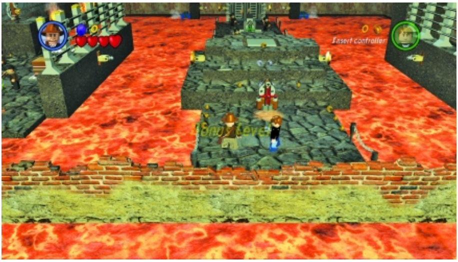
You will need to take along a cemetery warrior to access this bonus level. From the central camp, follow the trail northeast and then south past an ancient shrine. Throw spears at the circular blocks with holes in the middle.



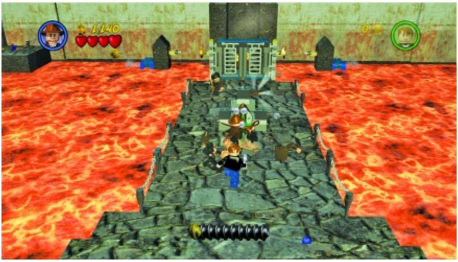
Jump up and grab on to the spears to pull them down. Once you have done this on each side, the temple will open so you can enter.

Bonus level characters: Indiana Jones, Mutt 

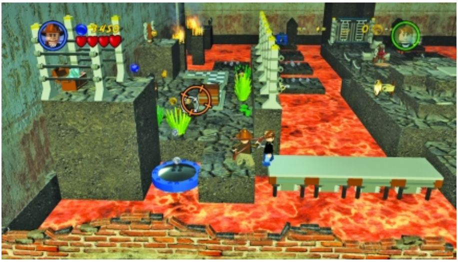
True Adventurer stud requirement: 26,000



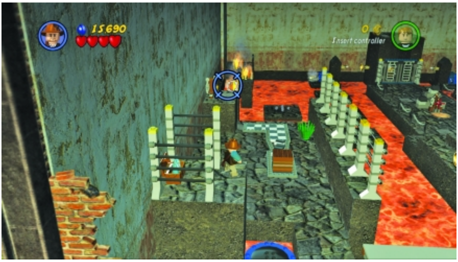
This is another level with lots of lava. At the start, turn the red wheel to raise a platform out of the lava to your left, and then move about the central island, picking up all the studs you can find.



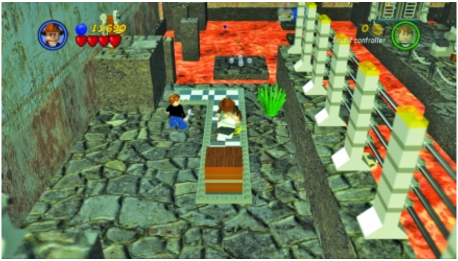
At the far end of the island, take on some cemetery warriors using your whip. If possible, try to target them from a distance, wrap them up, and drag them back toward you before they can start throwing spears at you. Turn the second red wheel at this end of the island to lower the lava a bit and reveal some stone platforms you can use for jumping.



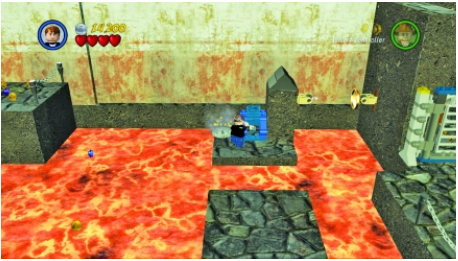
Return to where you started the level, and head to the left across the walkway. Once on the left side, attack the cemetery warriors there with your whip. Look around the area for studs. You can find a purple one hiding behind the stone platform with the chest of water bottles on top of it.



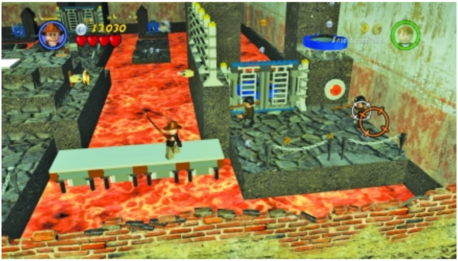
Use the trampoline to jump up to the stone platform and pick up a water bottle. Throw it at the flames on one of the pillars toward the back of the area. Repeat this on the flames on the next pillar. Finally, grab a water bottle and jump to the lower level. Move toward the last platform, which has flames still burning. When you are in range, douse it as well.



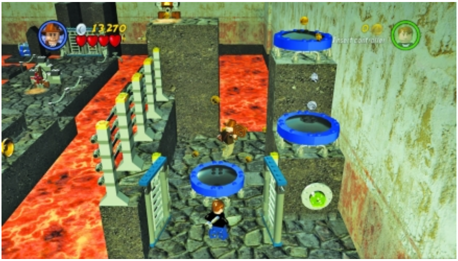
Repair the checkered tiles and then push the crate along them until you can jump onto another platform. You do not have a key for the mechanism yet; however, you can jump from pillar to pillar to reach the last platform in the back left corner to pick up some studs, including a purple one.



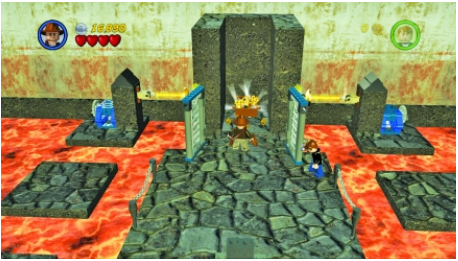
Head back the way you came, and then send Mutt jumping across some larger and lower stone platforms to reach the blue mechanism. Fix it with his wrench to activate some light beams.



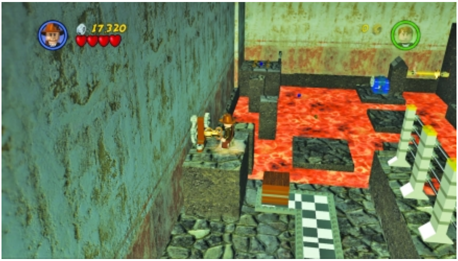
Return to the starting area and then head right, taking on a couple cemetery warriors as you go. Pull on the orange handle with your whip to open the gates.



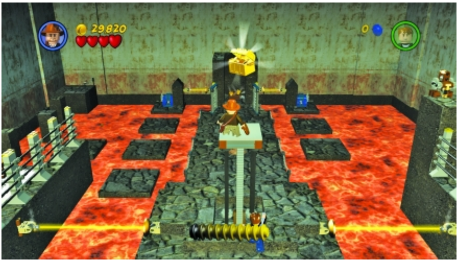
Pick up all the studs you can find, and then jump on the trampolines to get from the lowest to the middle and then to the highest trampoline. Now jump across to the level, and pull a lever to activate another light beam.



Send Mutt to the back of the level again to fix another blue mechanism— this time on the right side. Once it is fixed, the gates at the back of the level will open.

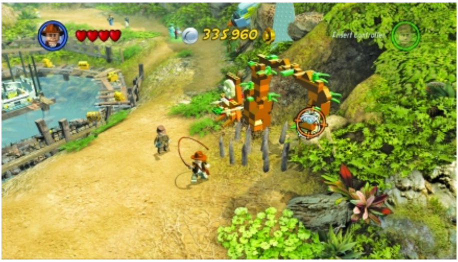


Pick up a key from the chest inside this area, and take it to the mechanism on the left wall. Insert the key and turn it to activate the elevator in the level's center.

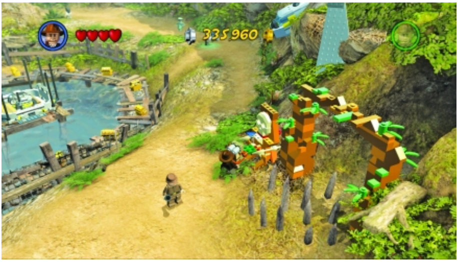


Now return to the center, jump onto the elevator, and ride it up to the artifact to complete this bonus level.

Gorge in the Jungle



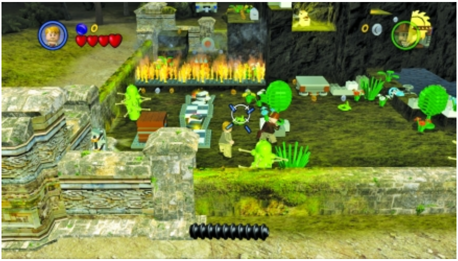
The last bonus level is on the island's southeastern corner. Take Indy there, and use his whip to grab this piece of statue off the right side of the entrance.



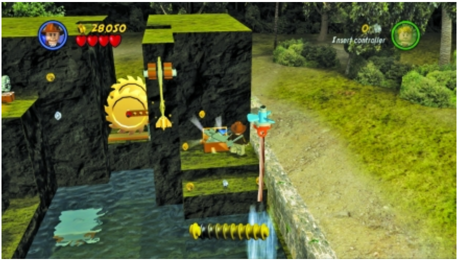
Pick up the piece and place it on the small green pad to the left side to make the spikes lower. Now you can enter this level.

Bonus level characters: Indiana Jones, Mac

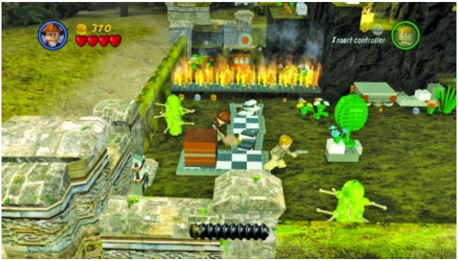
True Adventurer stud requirement: 14,000



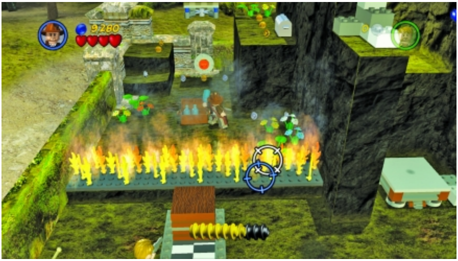
This level has some snakes that will make Indy panic, so use Mac and his pistol to shoot the snakes right at the start. Indy can then go around with his whip, hitting plants to find studs.



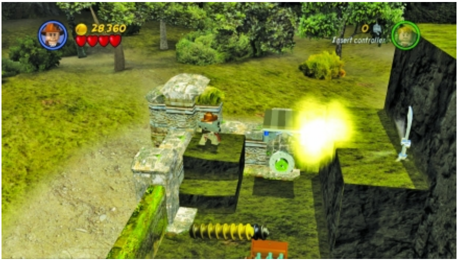
Now head to the level's right side, jump over to a rope, and then onto a platform with a chest. Pick up the rocket launcher and some studs, and head back across the rope.



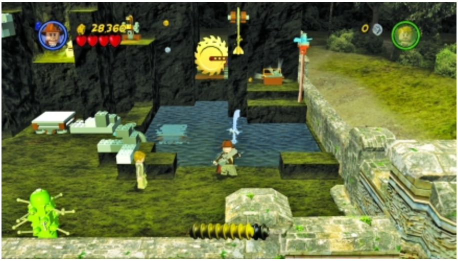
Pick up the shovel in the left corner and use it to dig up and repair the checkered tiles. Push the crate along the tiles, and jump onto it so you can then jump over the flames to the far side.



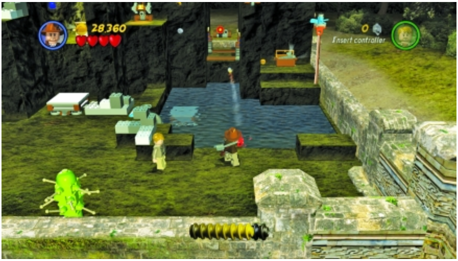
Use the water bottles to put out the flames; then use the whip to pull on the orange handle and lower a platform.



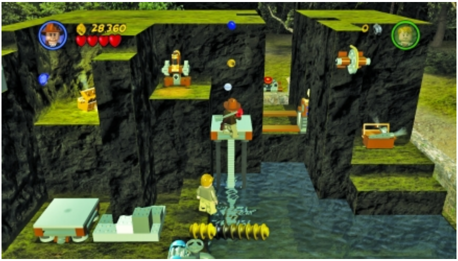
Fire the rocket launcher at the silver chest; jump across to it on the platform to get a sword and some studs.



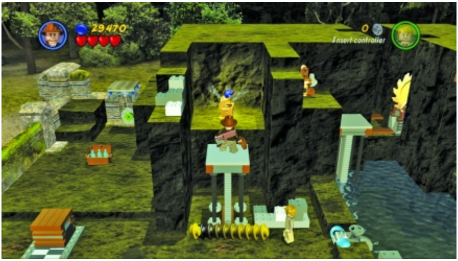
Return to the right side and throw the sword at the rope to start the saw moving back and forth.



Now use either the rocket launcher or Mac's pistol to hit the target that is revealed temporarily as the saw moves.

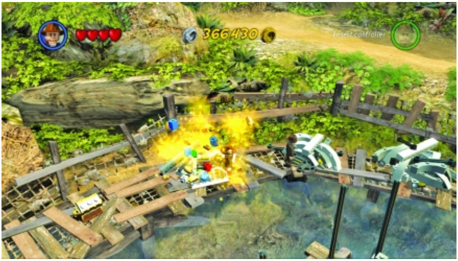


The target activates an elevator in the water. Ride it up to get some studs, and pull a lever on a small platform at the top.

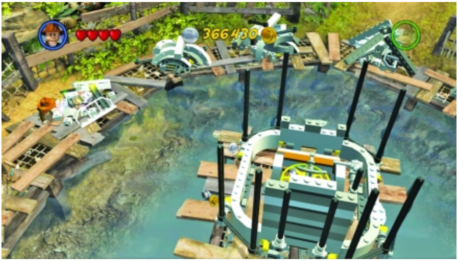


Another elevator in the level's middle has now been activated. Ride it to the top to get the artifact and complete the level.

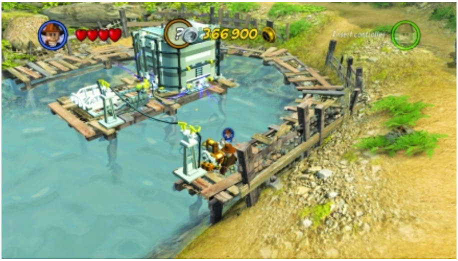
Super Bonus Level: Bike Fright



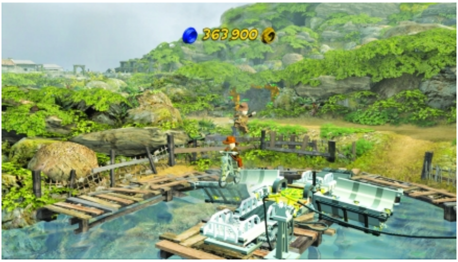
Once you have collected all ten artifacts from the treasure and bonus levels, head to the docks on the southeast corner of the island and smash the artifacts to reveal pieces.



Now go around and assemble the pieces into a dockside bike lab in the center of the dock area.



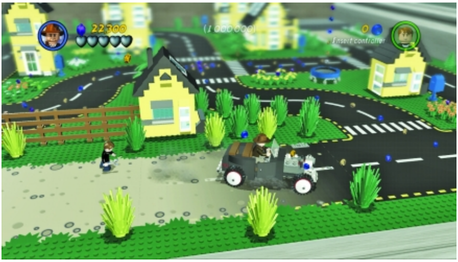
Once you've used all the pieces, walk over to this switch and pull the lever to send power to the structure.



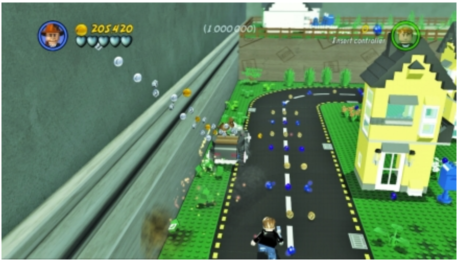
Head across a ramp to the bicycle in the middle of the now-open structure, and purchase it for 7,000 studs. Then climb onto it and ride forward. A fan at the end will send you and the bike airborne.

Bonus level characters: Indiana Jones, Mutt

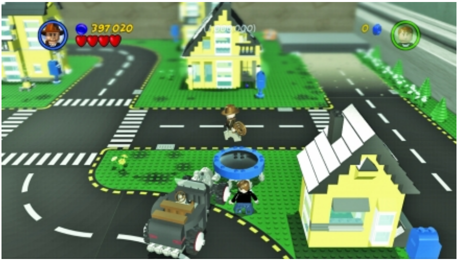
True Adventurer stud requirement: 1,000,000



The bonus level takes place in a LEGO town where you must drive around and collect 1,000,000 studs. Hop into a hotrod and start driving.



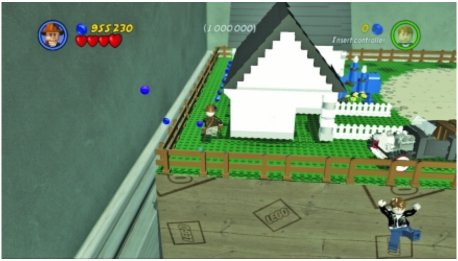
High-value studs are located in the middle of the street. However, you will also need to run over all the plants in order to meet the requirement.



Use the trampoline to jump up and get some high-value studs.

Once you collect 400,000 studs, the elevator on the right side will begin to operate. Drive onto it and then around the street on the upper level.

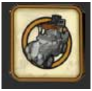
Once you run over all the plants and clear out the street, hop out of the hotrod and walk around behind the house to get enough studs to complete this level.

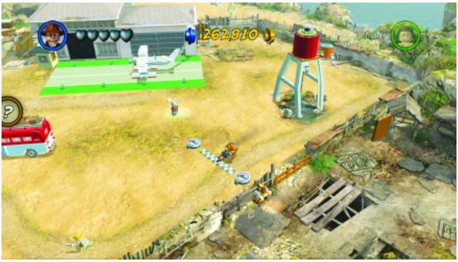


Events

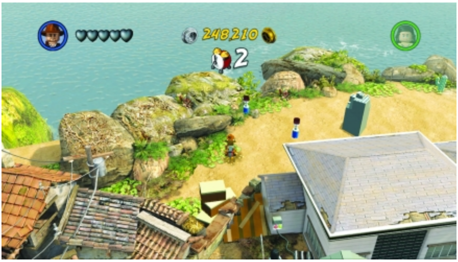
Motorbike Race

Reward: Patient

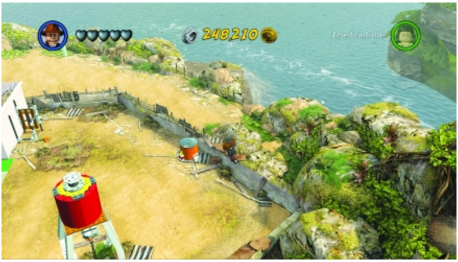




If you have 20,000 studs, you can do this race if you built the pressure pad to the left of the hanger and activated the ramp leading around the back. Purchase the motorbike and then drive it through the starting gate.



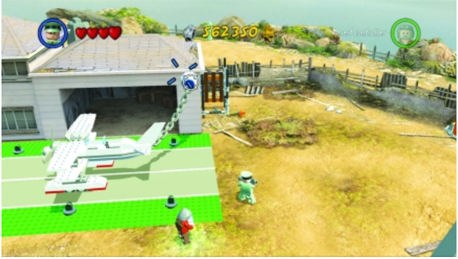
Continue to the left through one gate; then turn toward the airport hangar and drive over a ramp to the left of this building.



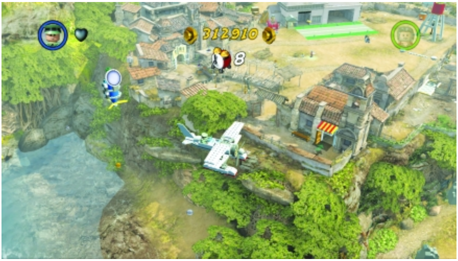
Take a sharp right and race to the right to drive up a ramp of rock. Jump over the wall and back into the airport area to cross the finish line to unlock the Patient.

Flying Race

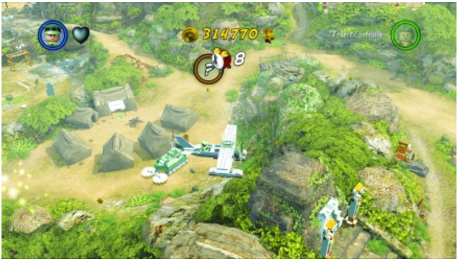
Reward: Peru Nurse



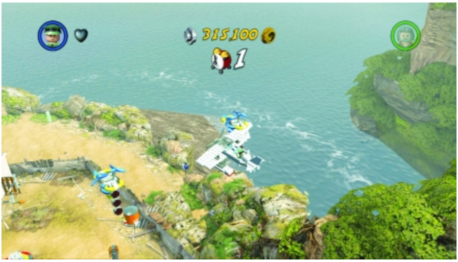
Since the biplane is locked when you begin, you will need the Russian Officer before you can purchase this vehicle for 250,000 studs. Target the silver cone, which attaches the chain on the plane to the airport hangar, and fire the rocket launcher to destroy it. You can also destroy the hangar doors and go inside to find lots of studs. To reach the race, hop into the plane to take off.



Once you are airborne, fly south and then turn east (to the camera's right) to pass through the starting gate.



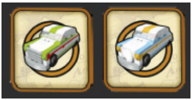
Since it is hard to see the gates, follow the trail of studs to the east and then to the north as you fly over the camp and temple.

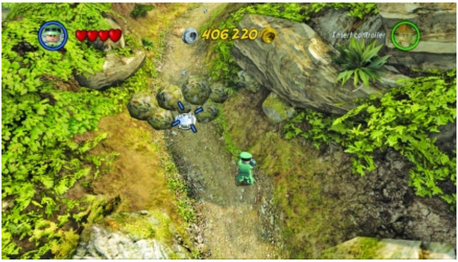


The finish line is hovering over the airport, so after approaching the northern mountain, head west to unlock the Peru Nurse as you cross the finish line in time.

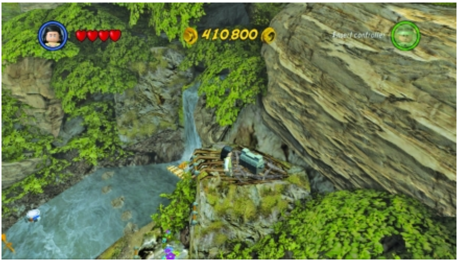
River Rafting

Reward: Nazca Racer and Nazca Drifter

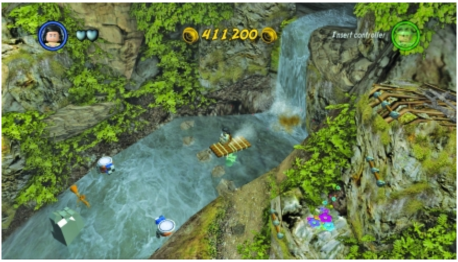




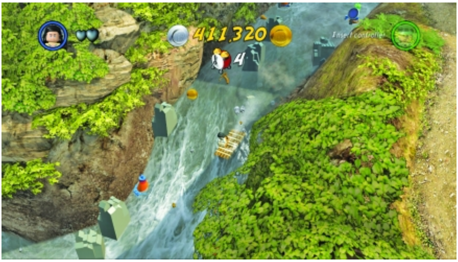
The rafting race starts atop the northern mountain. You will need the Russian Officer, and it is a good idea to take along a female character such as Marion or the Peru Nurse. Follow the trail up the mountain; it begins off the road to the north of the central camp. Target the silver rock with the rocket launcher, and fire to clear the path.



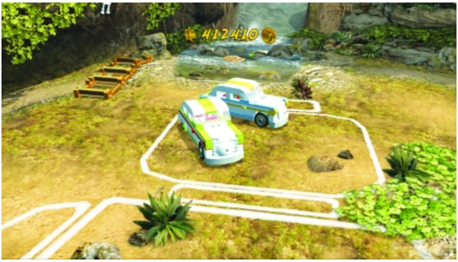
If you have a female character, she can jump at the flowery icons at the path's end and can reach a chest at the top that contains a blue brick you must collect.



To begin the race you'll need a shovel, which you can find at the top of the path or at the south of the island in the hut on the beach. Jump out into the water at the bottom of the waterfall and enter the raft.

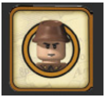


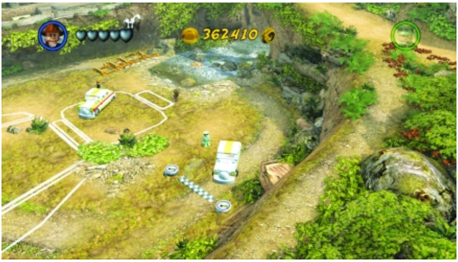
Guide the raft down the river, taking care not to get stuck on the rocks along the way.



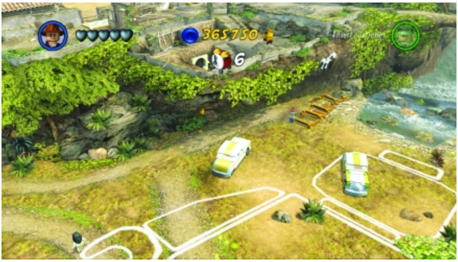
Keep going all the way to the bottom, and you will be rewarded with two cars you can purchase: the Nazca Racer and the Nazca Drifter.

Nazca-r Race

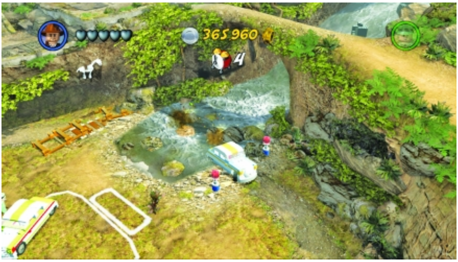
Reward: Russian Grenadier 



After purchasing one of the race cars, drive through the starting gate and head west. The course makes a figure eight as you head south. Follow the road around to the east before turning to head northwest.

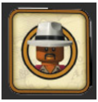


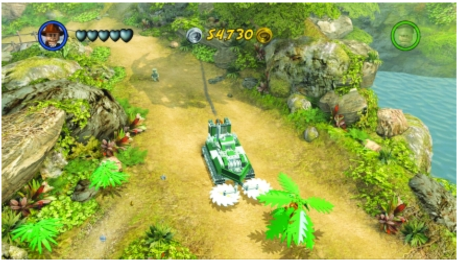
Drive through the scaffolding along the cliff side on the area’s northwestern part.



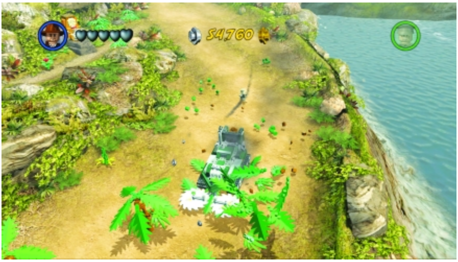
Drive right through the water as you head east before taking a southern turn to complete the race.

Tree Cutter Rampage

Reward: Market Trader 



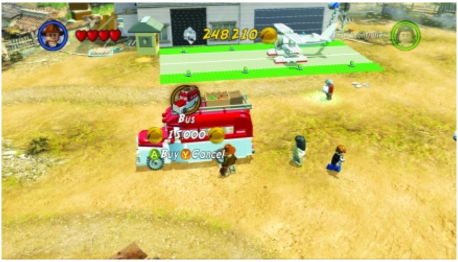
You will need the tree cutter for this event. Follow the road that leads north out of the central camp, and continue to the east. The event starts when you cut down this first tree.



More trees will pop up to the south. Quickly drive into this instant forest and cut down all of the trees in order to finish this event and unlock the Market Trader.

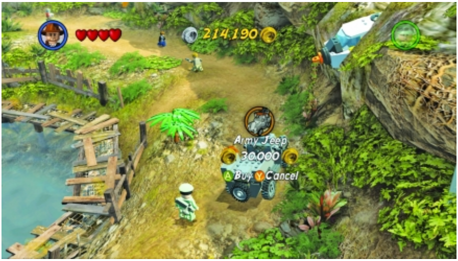
Other Unlockable Vehicles

Bus



You can find the bus at the airport. You can't drive it around very much, so purchasing it for 15,000 studs is basically just to unlock this vehicle.

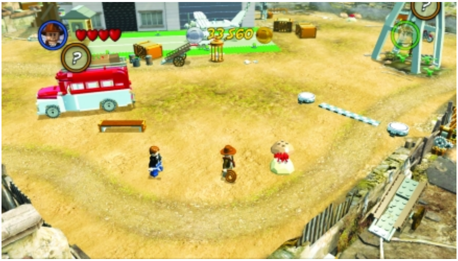
Army Jeep



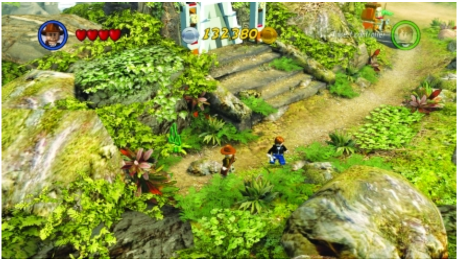
The army jeep is located near the dock in the southeast corner of the island after you complete the "Rainforest Rumble" level. You can purchase it for 30,000 studs.

The Colored Bricks

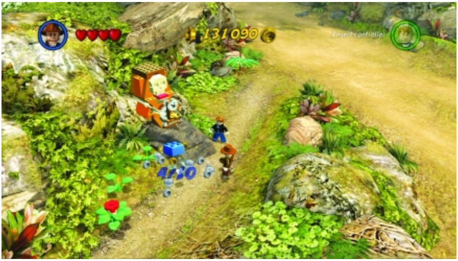
This play set has colored bricks hidden in different objects. There are still ten of each of the three colors, so be sure to find them all so you can access extras.



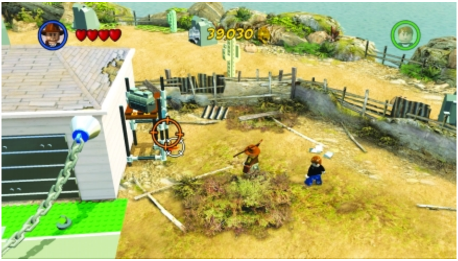
Collect the red bricks by hitting these rocks with a red spider sitting on top. They are scattered about the play set, so hit them whenever you see them. Collect all ten and you can then unlock silhouettes when you buy it from a crate dropped from the sky.



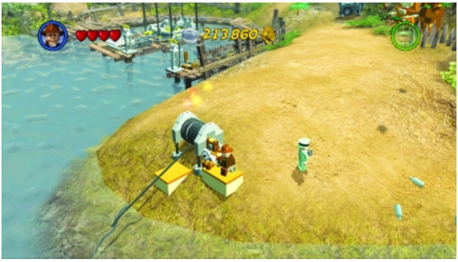
Hit one of these skinny green plants to reveal a green block. Find all ten to unlock Scorex4, which you can purchase for 3,000,000 studs. You may have to come back for that one later after completing a few more play sets.



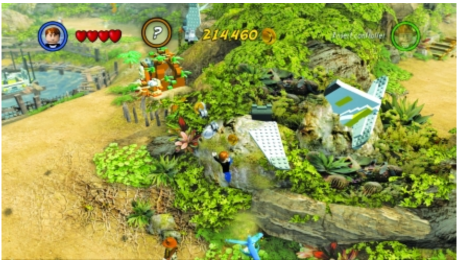
The blue bricks are much tougher to find. They are often hidden inside other objects, which can vary widely such as this statue by the temple.



Look for these grayish crates. In most cases, you must do something to access them, such as use a whip or jump high using a female character. One of these crates is located in the Nazca race track area. Crash cars into the large gray stones to find a blue brick.

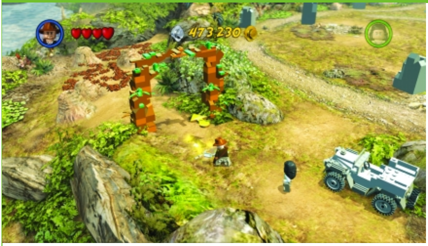


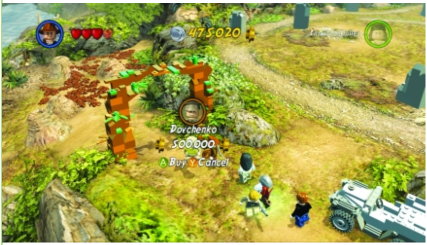
Sometimes using devices such as this one by the dock in the southeast will let you get the chests with the blue bricks inside. The device brings the chest to you, which you can then open.



Also, Mutt can fix a fan near the same spot and use it to float onto the wreckage of a plane for another one of these chests. Find all ten of the blue blocks and you can unlock Fast Dig for 300,000 studs.

Tip





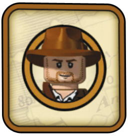
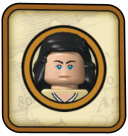
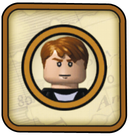
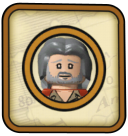
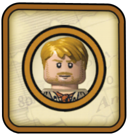
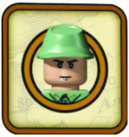
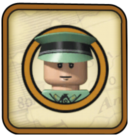
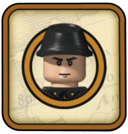
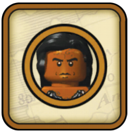
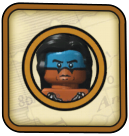
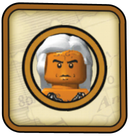
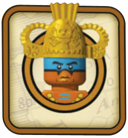
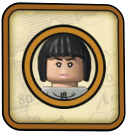
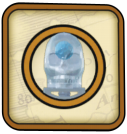
Are you still looking for that last character to complete the entire set? Head to the area where you fought off the giant ant man. Pick up a shovel from a shack to the right near the water's edge and dig in the spot indicated by the flashing lights. You will dig up Dovchenko. After defeating him like any other enemy, you can purchase him for a whopping 500,000 studs!

The Play Sets

The Kingdom of the Crystal Skull Part III

Checklists

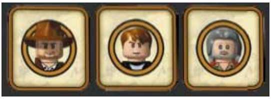
Characters

			
Indiana Jones (Crystal Skull)	Marion (Crystal Skull)	Mutt	Oxley
			
Mac	Soldier	Russian Officer	Russian Machine Gunner
			
Ugha Warrior	Ugha Assassin	Ugha Digger	Ugha King
			
Agent Spalko	Inerdimensional Being		

Vehicles		
Car Boat	Jungle Jeep	Green Motorbike
Blue Motorbike	Ice Cream Van	Civilian Jeep
UFO Ride		

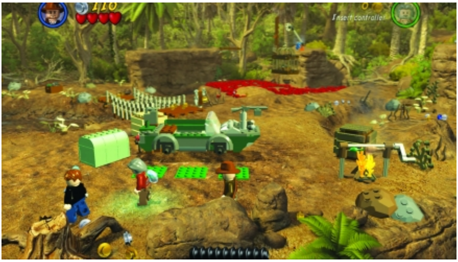
Repair Scare

Indy and his friends have the crystal skull; however, they are stuck without a ride. Luckily they find a couple of soldiers near a broken-down vehicle. While Indy tries to decide how best to take care of the soldiers, army ants do the job for him, leaving the vehicle alone and ready to take—after you repair it, of course.

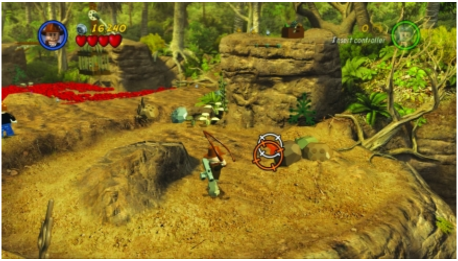


Story mode characters: Indiana Jones, Mutt, Oxley

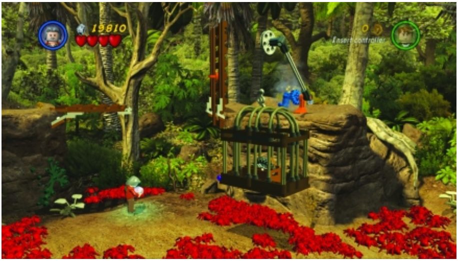
True Adventurer stud requirement: 33,000



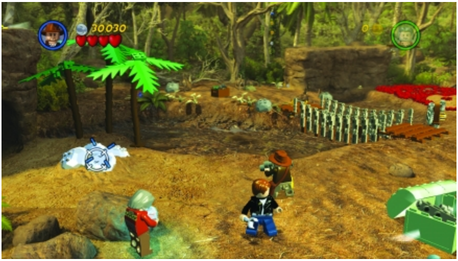
This area is filled with lots of items to destroy or pick up. The object is to find three crates of parts and use them to fix the vehicle. Start off by collecting studs from plants and objects. Throw a bottle of water at the fire to extinguish it, and then break it up for more studs.



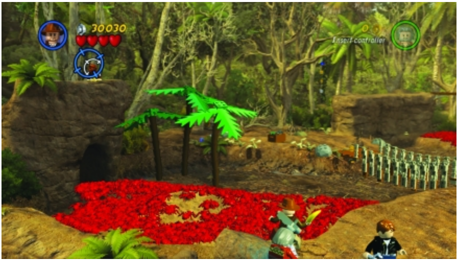
After you clear out this area, use the whip to pull on the orange handle. It will release a swarm of ants and also release some boulders..



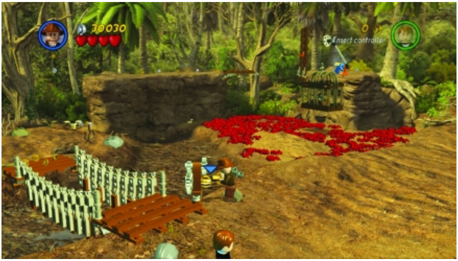
Since Oxley has the crystal skull, which repels the ants, send him to pick up studs in the far area already filled with ants. There is a purple stud near the rock behind the cage.



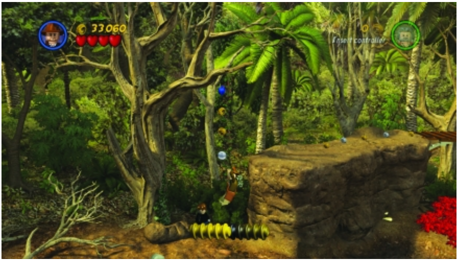
Now pick up a banana by the tree near the silver rocks to the left. Then get a rocket launcher from the green chest near the vehicle, and use it to blow up those silver rocks. This will release another swarm of ants and force a monkey to climb up on the ledge next to a key.



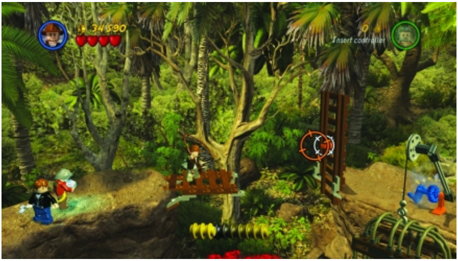
Throw the banana to the monkey, and he will throw the key down to you.



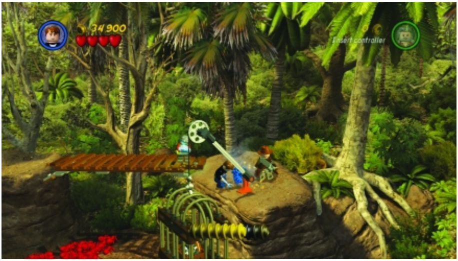
Insert the key into the mechanism next to the bridge, and turn it to raise the middle slats so you can walk across.



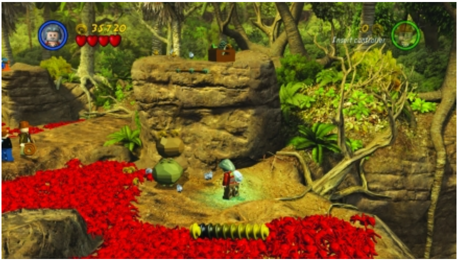
Pick up the crate of parts and carry it back to the green pads by the vehicle. Then return and climb up the vine to get some studs, and jump off onto the stone platform to the right.



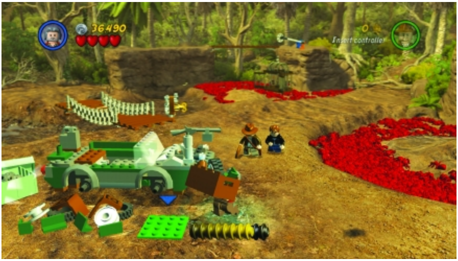
Continue to the right and use Indy's whip to grab on to the orange handle to pull down the bridge so you can walk across.



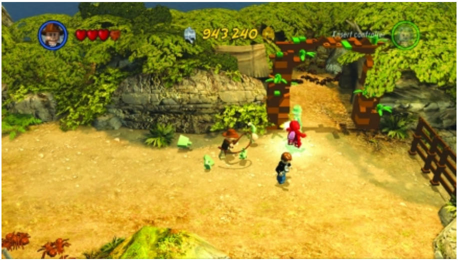
Switch to Mutt and use his wrench to fix the crane mechanism so the cage with the second crate of parts will drop to the ground. Now take control of Oxley and jump down to pick up the crate and carry it back to the vehicle.



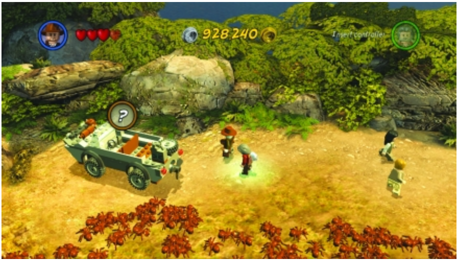
The third crate is on another stone platform to the right. Have Indi whip-pull the rocks apart, then use Oxley to assemble the three small boulders into some steps, and use them to jump up to a handrail. Pull yourself up and grab the last crate of parts and carry them back to the vehicle.



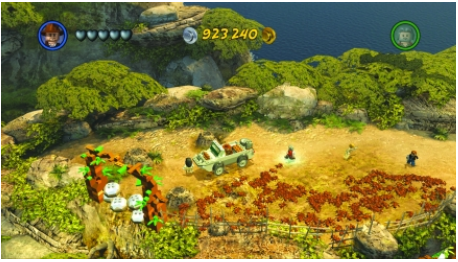
After dropping off the crate, assemble the parts to fix the vehicle. This provides a way out of this level and gives you access to the vehicle out in the play set.



After returning to the HUB, soldiers will come out of the entrance of the first level and attack your group. Defeat all of them and you can then purchase this character for 15,000 studs.



There is only one way to continue the game, since you are blocked in on all sides. Buy the car boat for 5,000 studs.



Hop into the car boat and drive it through the silver rocks to the left and off the cliff.

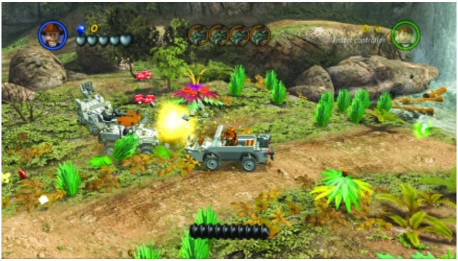
River Ruckus

Indy and his friends now have a vehicle. They climb aboard and end up driving off a cliff. Luckily a tree stops their fall. However, Irina Spalko has spotted them and calls in her troops to take care of Indiana Jones once and for all—and to get back the crystal skull.

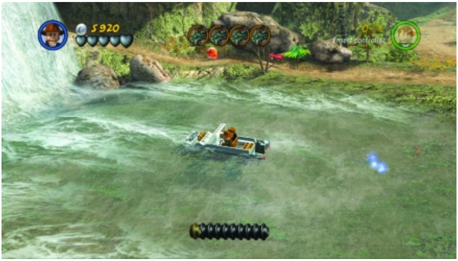
Story mode characters: Indiana Jones, Mutt

True Adventurer stud requirement: 200,000

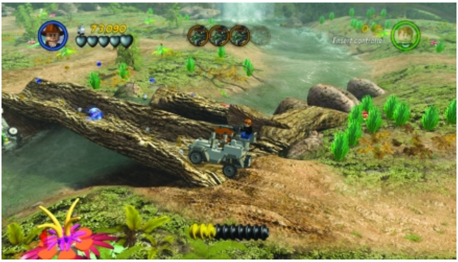
Wave 1



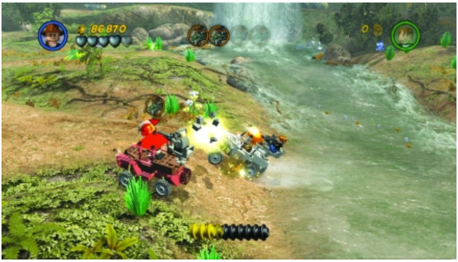
This is a driving level in which you must destroy four army jeeps in the first wave. The target jeeps are green and marked with red arrows. However, there are also several other jeeps in the area that will try to engage you.



You start out in the car boat, which allows you to drive through all types of water. Take some time at the start to explore the area and pick up as many studs as you can. If you drive behind the waterfall by the lake, you will find many high-value studs. Check the waterfall to the east as well. Don't forget to drive along the roads behind the waterfalls, since there are hidden studs waiting to be collected. There are also clusters of studs around the area in addition to those you get from running over plants.

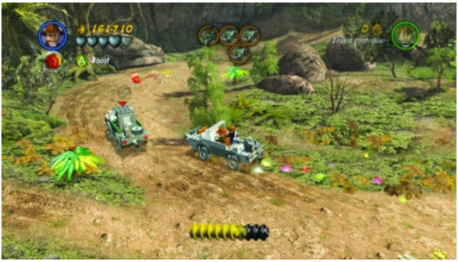


After exploring the waterways, switch to an army jeep with a machine gun. Mutt will climb on board, and you can fire the gun straight ahead by pressing the Attack button. Try to pick up these blue power-ups to temporarily increase your rate of fire, causing more damage in less time.

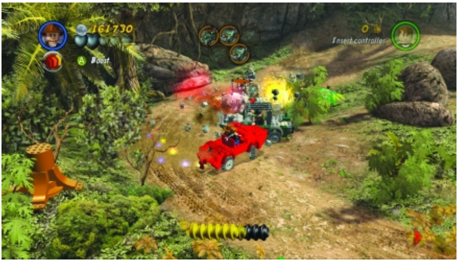


Go after the four target jeeps. You can drive through the shallow parts of the river where the road crosses. In addition to firing at the enemy jeeps, run into them until you destroy them. If you'd rather not bother with the machine gun on the Jeep, you can also simply ram them with a Car Boat. One head-on colision will often destroy them.

Wave 2

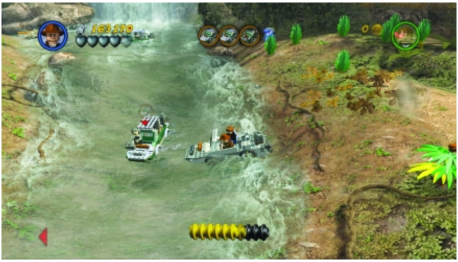


The next wave consists of two jeeps and three car boats. Try using the red speed boosts around turns to come in fast and hard against the side of the enemy jeeps to cause some damage.

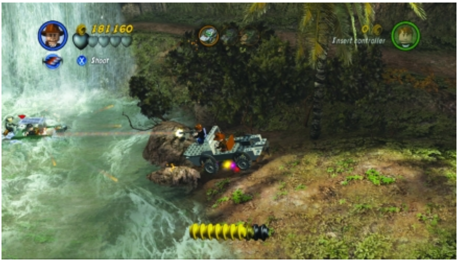


If possible, hit the enemy vehicles just as another one is coming the opposite direction so you can sandwich the target in between the two vehicles.

Wave 3



The last wave consists of more car boats. This time, some of them are armed with machine guns, so come in fast and hard when you hit them. These enemy car boats will remain in the water until you damage them, removing their armor.



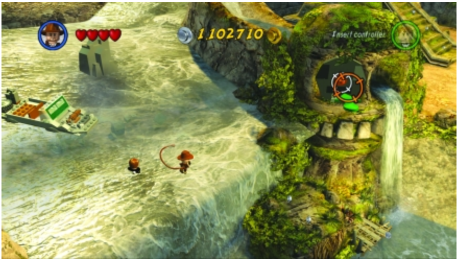
There are other armed car boats roaming around, so try to hijack one for yourself by driving up next to it, exiting your vehicle, and hopping right into the new vehicle. That will give you some firepower. Keep up the pressure on those car boats, and once the last one is a pile of bricks, the level will be complete.

Temple Tangle

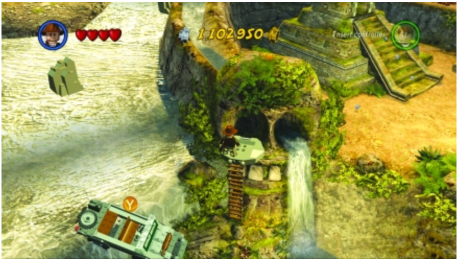
Indy's party advances through an entrance of an ancient temple. However, they are not alone—Ugha warriors try to capture them. While Indy and Marion are able to get away, the king grabs Oxley and guards the only way out.

Story mode characters: Indiana Jones, Marion

True Adventurer stud requirement: 25,000

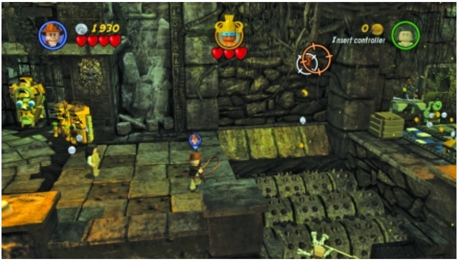


Indy finds himself in the river. To reach the next level, use the whip to pull on the orange handle to the right.

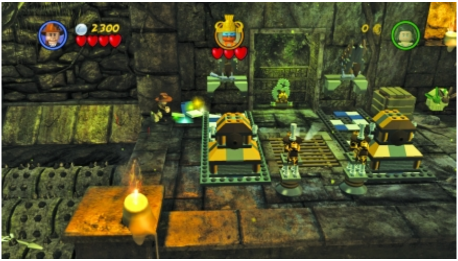


This opens the door to a secret cavern. Climb up the ladder and enter the cavern to begin the level.

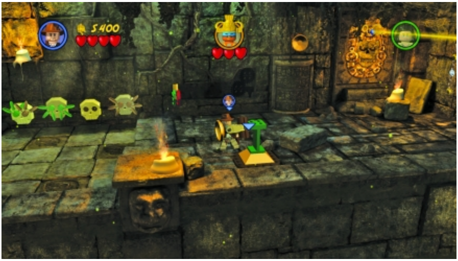
Bringing Down the King



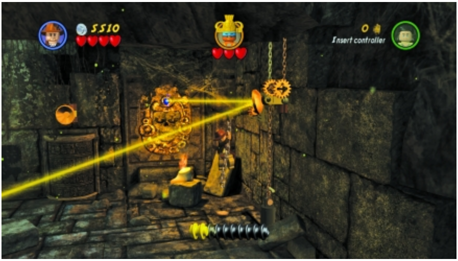
Indy and Marion start out in the middle of the level. The Ugha king is on an upper level and throws spears down at them. There is no need to stick around here after you break some of the items to get studs, so head to the right. Stay away from the tiles with holes in them—spikes pop up if you step on them. Use the whip to grab on to the orange handle and swing across to the other side of the gap, avoiding the spiked rollers below.



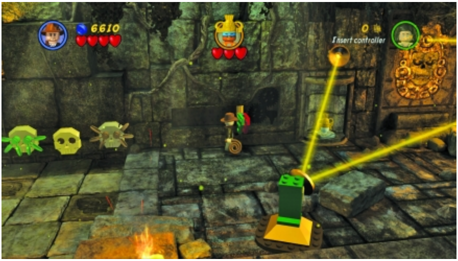
Break the crates to reveal pieces that will repair the checkered tiles, and push the two large containers forward so they drop into slots. This will open a compartment in the center where you can pick up a key. Use the key in the mechanism along the back wall to create a bridge across the rollers so Marion can join you.



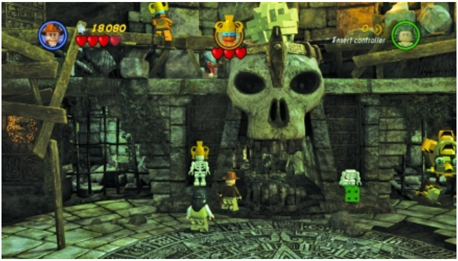
As you continue to the left, watch where you walk. Stepping on the darker, engraved tiles will cause darts to come shooting out of the wall, so stay on the light tiles. Pick up the reflector part on the floor and put it on the green mechanism.



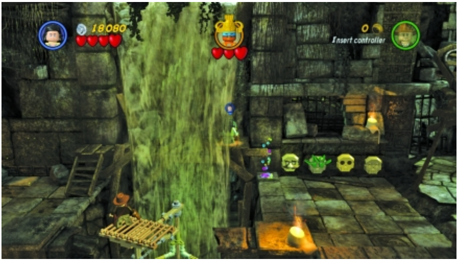
Head to the right, and jump on the chain to raise a reflector into a beam of light. Jump from the chain and grab the blue stud from where the light beam is emanating.



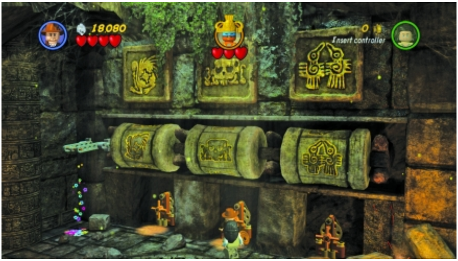
Now move to the left and push the green and red lever to the right to rotate a reflector and open a secret compartment. Grab the head of a statue from here.



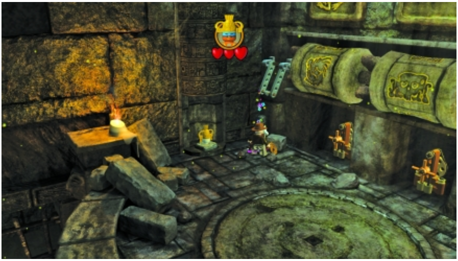
Carry the head to the central area, and place it on one of the green pads near the skeletons. There is another pad just like the first; it looks like Indy needs to find another head.



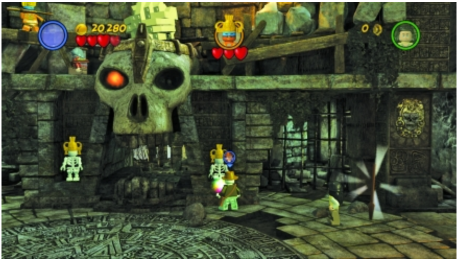
Go left, watching your step again, since there are dart traps triggered by the dark tiles. Switch to Marion and jump up to the platform by the flowery icons. Turn the wheel to raise a platform by the waterfall. Have Indy walk onto the platform, and then have Marion turn the wheel again to move Indy and the platform to the other side.



Use the whip to pull the orange handle, revealing all three wheels below a set of tumblers. Turn the wheels so that the design on the tumblers matches the design above them. Once they all match, use Marion to jump up by the flowery icons and pull down on the lever.

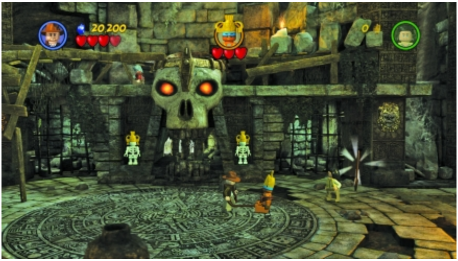


This opens another secret chamber with another head in it. Carry the head back to the central area. Indy does not have to use the moving platform this time, since there are steps on this side of the path around the waterfall.

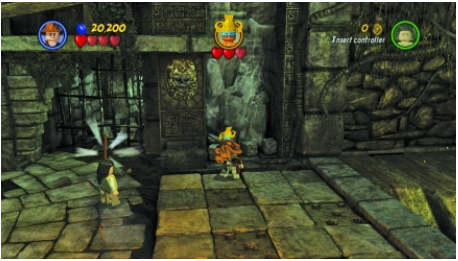


Place the second head on the pad, and a giant boulder will come rolling down a track, knocking the Ugha king down to the lower level where you are waiting. However, the fight is not over yet.

Fight against the King



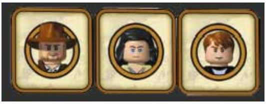
This fight can be tough. The whip does not seem to hurt the king, and if you throw spears at him, he just blocks them with his staff. Instead, use your whip to target and wrap him up.



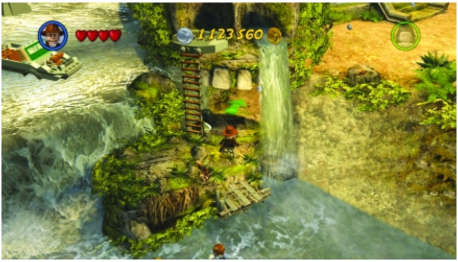
Drag or pick up the king and take him to the right, where the spikes come out of the holes in the floor. Drop him down onto the spike tiles; he will take some damage and then come at you again. Repeat this tactic two more times to finally defeat the king and complete this level.

Ugha Struggle

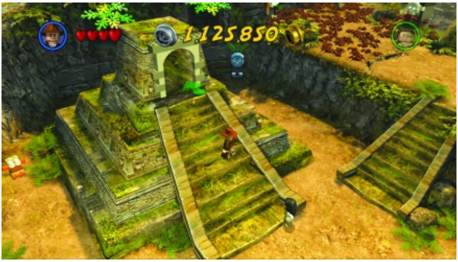
Indy has finally made it to the large temple. As he and his party begin to climb the steps to the top, Ugha warriors emerge from the temple and chase them back down to the bottom. It is going to take a fight to get into the temple.

Story mode characters: Indiana Jones, Marion, Mutt 

True Adventurer stud requirement: 20,000

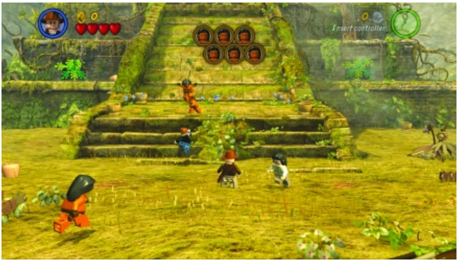


After emerging from the cavern, walk through this passageway into the next area.

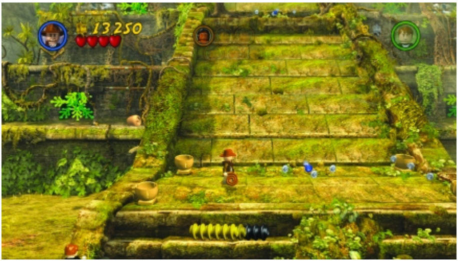


Head up the steps to this small temple and enter it to start the level.

Wave 1

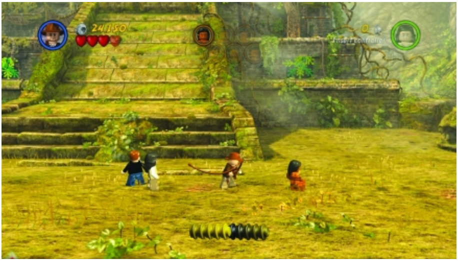


Six Ugha warriors attack you. Hit them with your whip to cause damage. However, a quicker way to defeat them is to tie them up with the whip and then hit them with it. This method lets you defeat each tied-up warrior with a single hit rather than having to hit them several times.

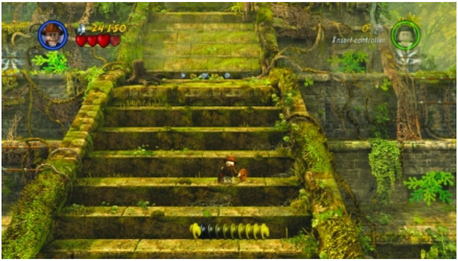


Once there is only one warrior left in this wave, tie him up and leave him alone while you go around the base of the temple, smashing things for studs. You can get the True Adventurer award during this first wave. Defeat the last warrior when you are done.

Wave 2

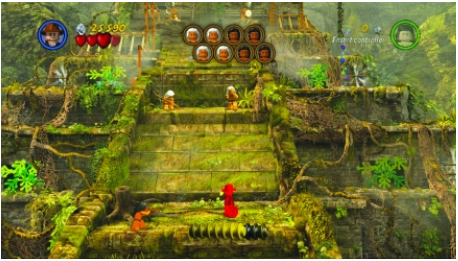


The next wave also has six warriors in it. Defeat them using the same tactics as before.

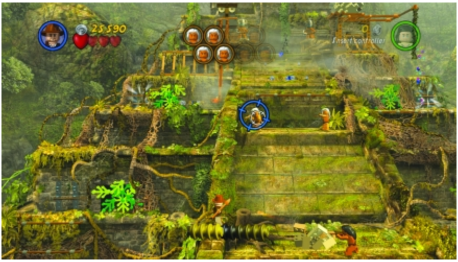


After they are all gone, some steps on the face of the tempe will emerge, allowing you to start climbing toward the top.

Wave 3

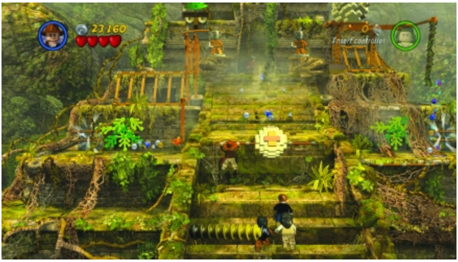


This is a tougher wave, with four Ugha assassins who shoot blow darts at you and four Ugha spearthrowers. Go after the four assassins first, since they are on the same level of the temple as you. Tie them up and then hit them with your whip. There are also spears on racks to either side of the temple steps.

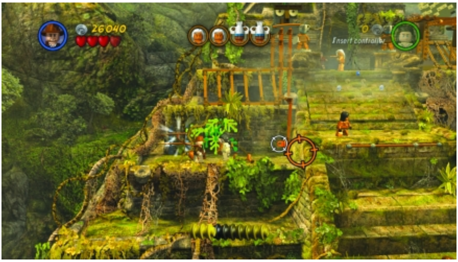


Once you have defeated four assassins, turn your attention to the spearthrowers. More assassins will appear, but you can just tie them up. Don't defeat them yet or more will appear. Pick up spears from the racks or pick up the ones thrown at you and hurl them back at the throwers. One hit will break up each enemy.

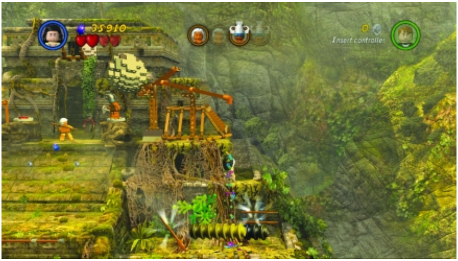
Wave 4



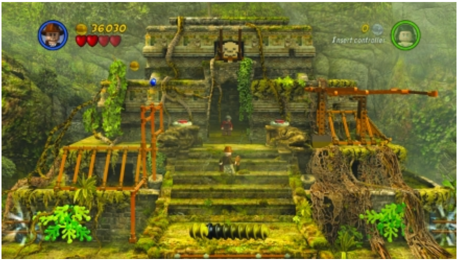
Continue up the steps of the temple, staying to one side to avoid the falling boulders. You now must defeat two spear-throwers and two kings.



The kings are standing on pressure switches, which allow the boulders to roll down from the top of the temple. The sooner you defeat these kings, the easier your ascent to the top. Move to the left and use the whip to pull an orange handle; this makes a boulder fall on the left king.

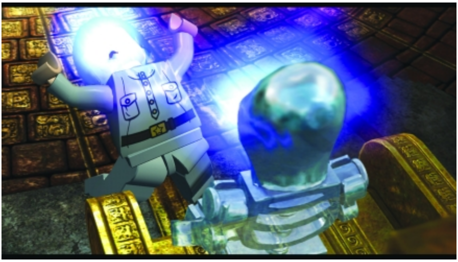


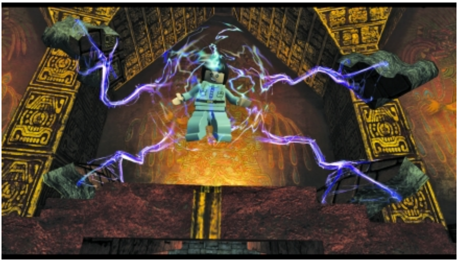
Switch to Marion and move to the right side. Jump up to grab on to a rope by the flowery icons, and release another boulder onto the second king.



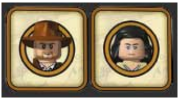
Finally, throw spears at the spear-throwers to defeat them; then continue to the top of the temple, where Oxley is waiting.

Akator Ambush



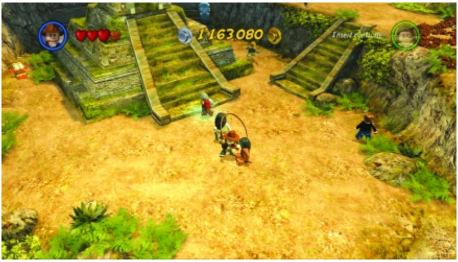


While trying to enter the large pyramid, Indy and his party fall down to the bottom and find themselves with several skeletons that match the crystal skull. However, Spalko has followed them down. Before she can get the skull, the skeletons take control of her, giving Spalko great power to crush Indy with pieces of the temple itself.

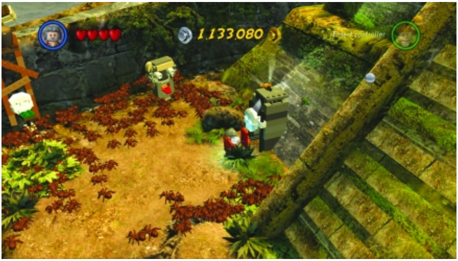


Story mode characters: Indiana Jones, Marion

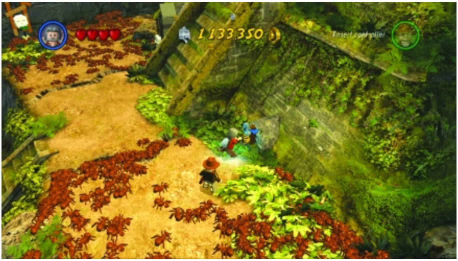
True Adventurer stud requirement: 30,000



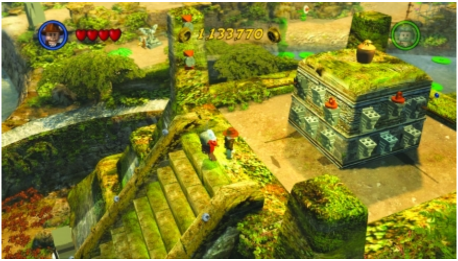
After the last level, you begin outside the small temple and are attacked by many Ugha assassins. Defeat several of them; then you can buy this character for 30,000 studs.



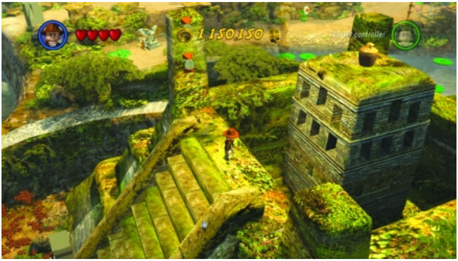
Send Oxley up the steps toward the large temple, since he can get through the ants. The steps are once again smooth, so you can't climb to the top. Hit this statue to the left of the stairs and pick up the key that drops.



Walk over to the right side of the stairs, and use the key to turn the mechanism to make the steps reappear. Now head up the steps to the temple's top.

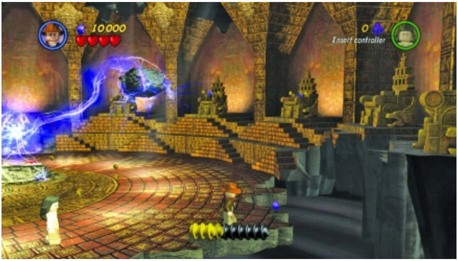


At the top is a large block with several bricks sticking out. Use the whip to pull on the orange handles to knock off two of the bricks. Next, use your whip and then either the Ugha assassin's blowgun or Mac's pistol to shoot out the rest.

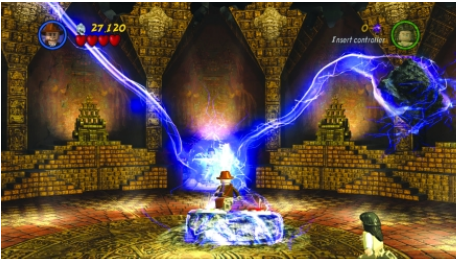


This will drain the sand blocking the entrance. Jump down into the opening to start the level.

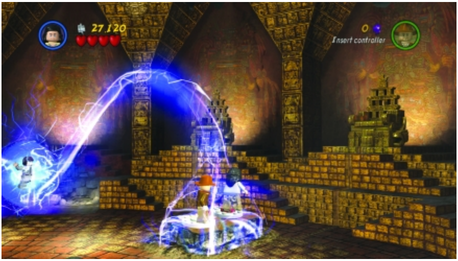
The Throne Chamber



You start off in the throne chamber with Spalko. She uses alien energy to lift four large chunks of stone and tries to smash you with them. Before you take on Spalko, move around the chamber's perimeter, picking up as many studs as you can find. There is a purple one off to the right, two more on the rear-right of the platform, and blue studs in each of the throne chairs.

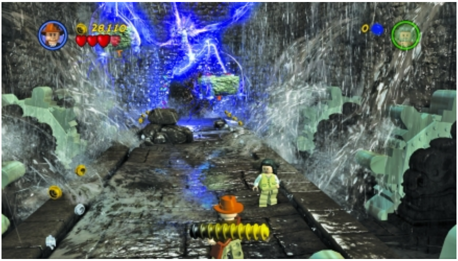


Defeating Spalko is not that difficult if you know what to do. Notice that each of the chunks she wields has two pressure switches on them. Wait for her to smash one down into the floor, and then jump up onto one of the switches.

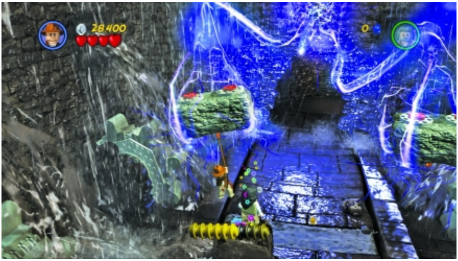


Quickly change to the other character and jump onto the second switch. Wait until the chunk begins to rise, then jump off. Spalko will lose control of that chunk. Repeat this tactic three more times to end the fight in the chamber.

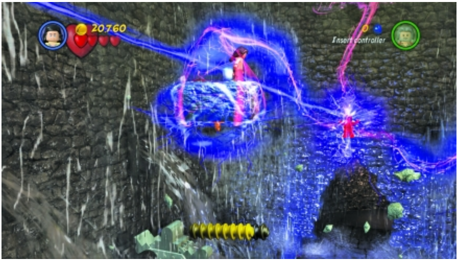
The Gear Room



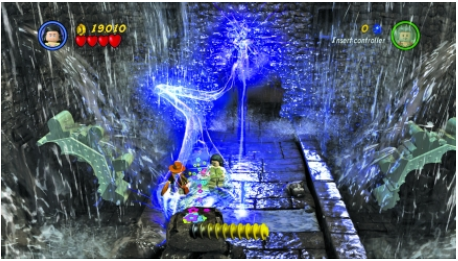
As Indy and Marion try to escape, Spalko stops them again—this time in a room filled with gears.



The chunks here also have two pressure switches. However, this time, they do not come crashing down to the ground. Indy will have to use his whip to grab on to an orange handle and then drop onto another chunk below as his rises.

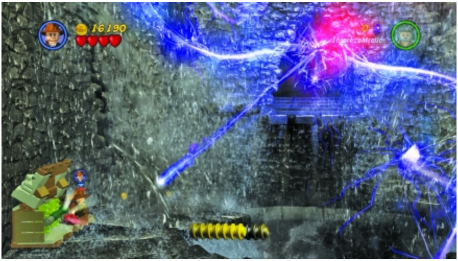


Once Indy is on a switch, Marion must stand on the pillar with the flowery icons and jump onto the same chunk as Indy. After they are both on the switches, the energy beam will turn red and Spalko will lose control of that chunk.

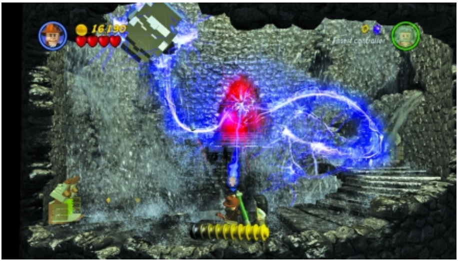


Repeat this three more times. Watch out for a blue laser beam that Spalko will fire at you while you are waiting to jump onto a chunk. For the final chunk, Indy does not have to use his whip. Instead, the chunk will come lower so Indy can just jump on.

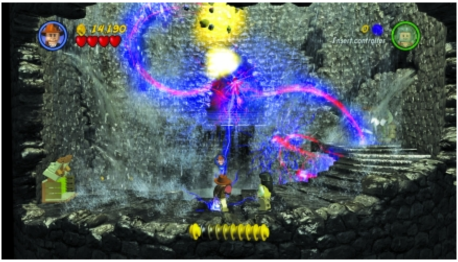
Spalko's Last Stand



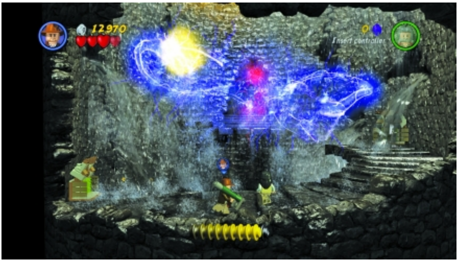
Spalko is not about to let Indy escape. This time, she uses large boulders to try to smash him. Immediately run either to the left or up the stairs to the right to pick up a rocket launcher.



Target one of the boulders and fire to destroy it. Spalko will continue picking up more boulders, so keep firing. When your launcher runs out of rockets, pick up another one.



Watch out for Spalko's laser beams once again. They can be hard to keep track of while you are trying to target a boulder.

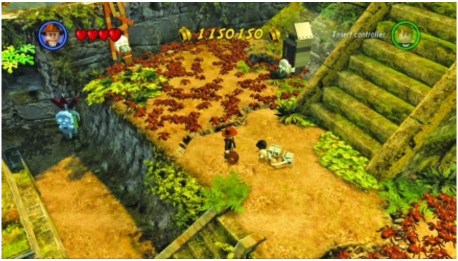


Keep blowing up boulder after boulder until you finally defeat Spalko once and for all. Indy and Marion will then be pushed out of the temple on a flood of water to rejoin the rest of their friends.

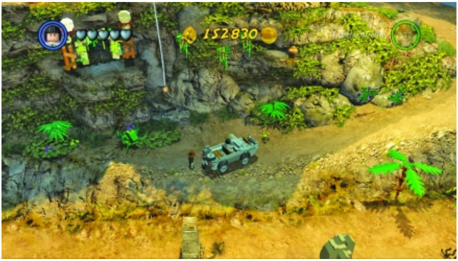
Treasure Mode

Return to the locations of the Story mode levels to complete the Treasure mode levels and earn artifacts so you can then access the super bonus level.

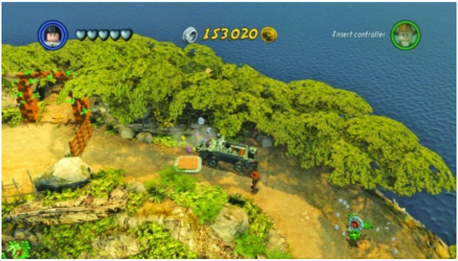
Campfire Countdown



In order to access this first treasure level, you will need to purchase a new character. Dig up the pieces at the foot of the large temple to reveal Agent Spalko. She is not cheap to buy at 1,000,000 studs. You may need to complete some other levels before you have enough to add her to your collection.



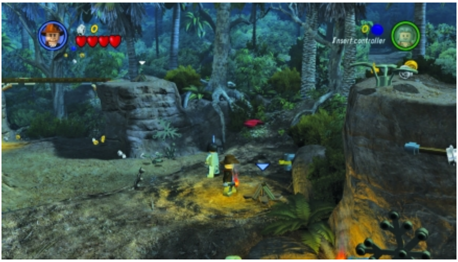
Once you have Spalko, get into the car boat and head upriver as far as you can. Next, drive to the right (east), past some ruins.



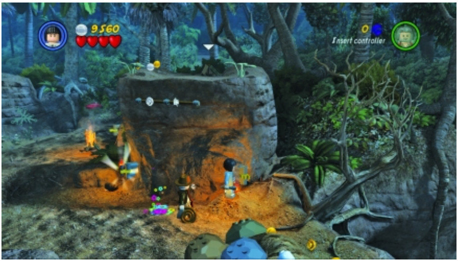
Follow the road to the north and then around toward where you began this play set. Drive the vehicle over the large pressure plate to lower the gate and then enter this level through the nearby entrance.

Treasure mode characters: Indiana Jones, Spalko

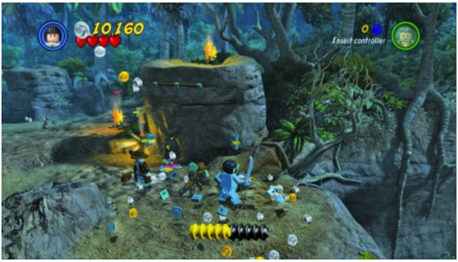
True Adventurer stud requirement: : 20,000



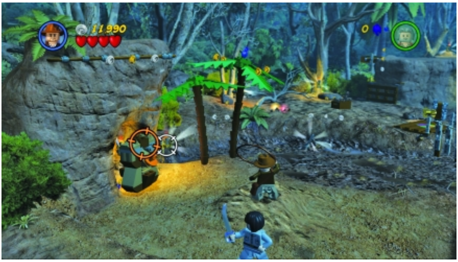
The objective of this level is to light ten fires. Start off near where you began by picking up a torch and lighting the nearby wood.



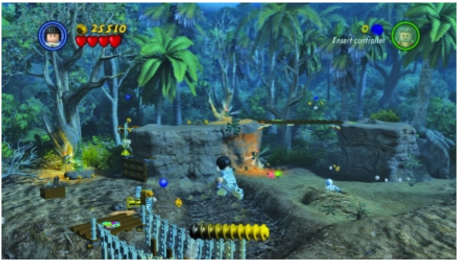
To light the next fire, use Spalko. Pick up a torch and then jump up to the handrail. Pull yourself up to the top of this stone to light the fire on top. Be sure to smash the plants to collect studs.



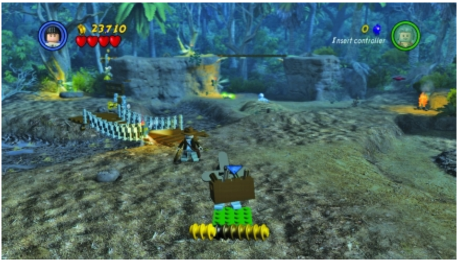
Jump back down and break the nearby rocks to reveal some pieces. Assemble them into firewood and light it with the torch.



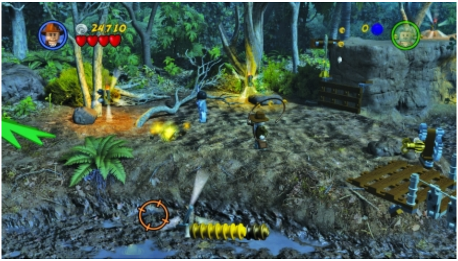
Walk to the left along the closest edge to pick up several studs. When you get to this spot, use the whip to pull on the orange handle. This reveals another fire you must light and pieces to assemble. Don't light this fire yet. Instead, assemble the pieces into a step, and use Spalko to pick up a torch, jump up to the handrail, and head to the top. You will find a purple stud in the plant to the handrail's left. Light the fire up there, jump over to the tree to get more studs, then hop down and light the lower fire as well.



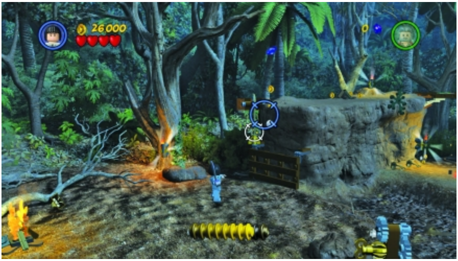
Now use Spalko to jump across the bridge. This is a long jump, so run up to it and jump right from the edge to reach the other side without falling into the tar pit. Turn the key to bring up the missing planks of the bridge.



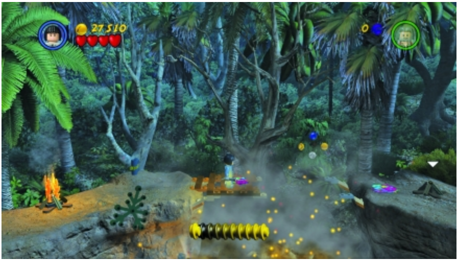
Pick up the crate of parts and carry them across the bridge to the green pad. Assemble more firewood and then light it.



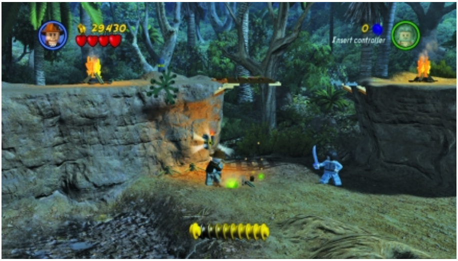
Switch to Indy and cross the bridge. Use the whip to target and pull the shovel out of the tar. Then use it to dig where the ground is glowing to reveal more firewood. Light it.



Take control of Spalko again, and throw her sword at the rope to lower a platform so you can jump to the higher rock platform. Take a torch with you and light the fire.

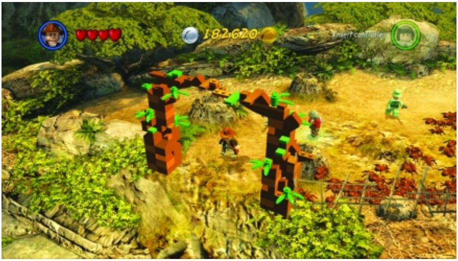


Pick up the nearby torch and approach the bridge. It will drop, so Spalko must jump across to the other side and light the fire.



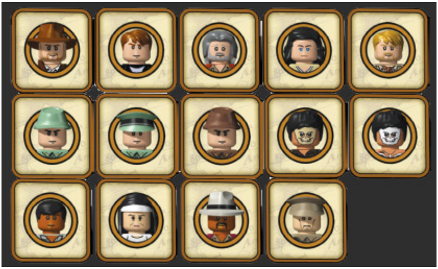
Only one fire remains. Below the fallen bridge, use the shovel to dig up more firewood. Light the tenth fire to make the artifact appear. Grab it to complete the level.

Riverside Rush

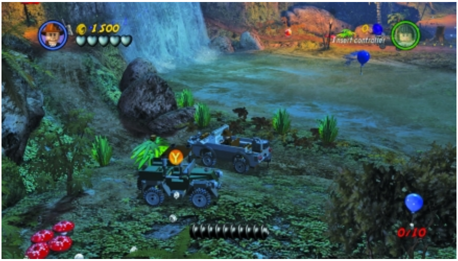


This level is right next to the first. Just head to the left and walk off the cliff through this entrance.

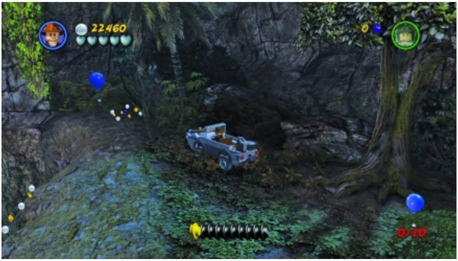
Treasure mode characters: Any



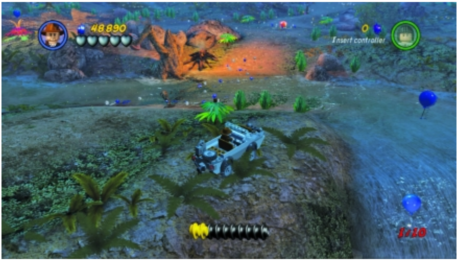
True Adventurer stud requirement: : 250,000



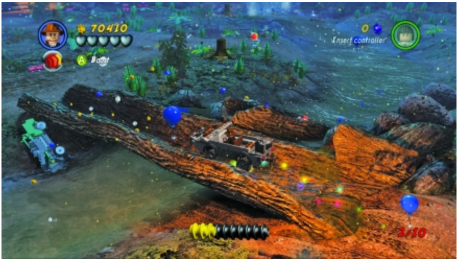
This is a driving level in which you need to pop ten balloons. You start out near the western waterfall. Head south and hop into the car boat.



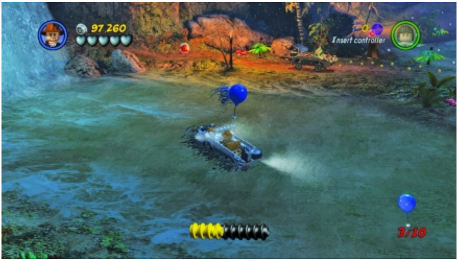
Drive to the northwestern corner of the level to pop the first balloon.



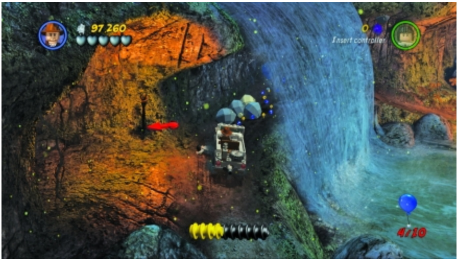
Head south, following the cliff's edge around to the east. The second balloon is out in the middle of the river by the waterfall. You will need to pick up the green Jump power-up and press the Jump button to pop the balloon as you drive under it.



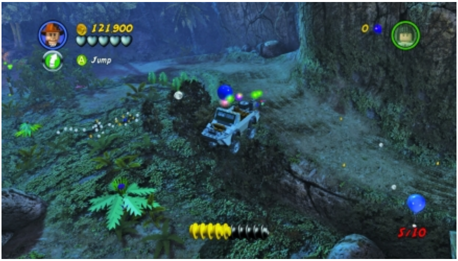
Follow the river upstream to get the third balloon, which is located on this log bridge.



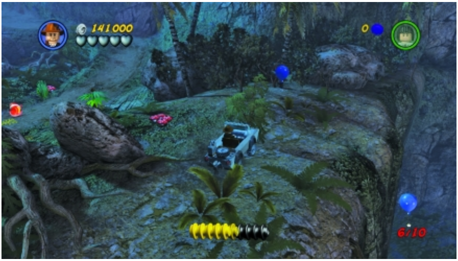
After crossing the bridge, drive along the road to the lake near where you began the level, and get the balloon out in the middle of the lake. Go under the waterfall to find some high-value studs.



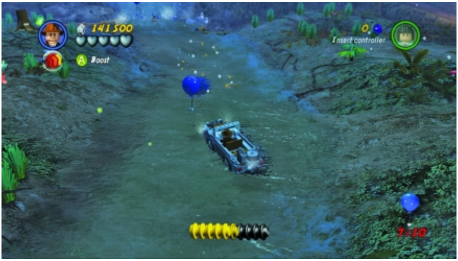
Drive behind the waterfall to pick up lots of studs and pop the fifth balloon.



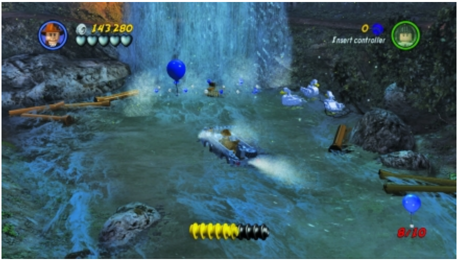
Now drive to the level's east side, and jump off the road to pop the sixth balloon.



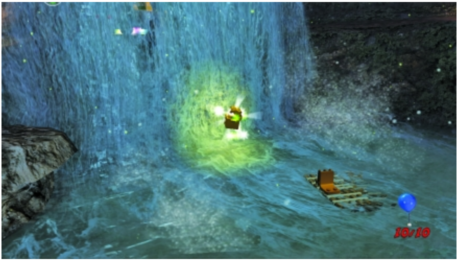
Continue to the level's southeast corner at the edge of the cliff to find the seventh balloon.



Return to the main river in the middle of the level and pop this balloon where the road crosses the river.

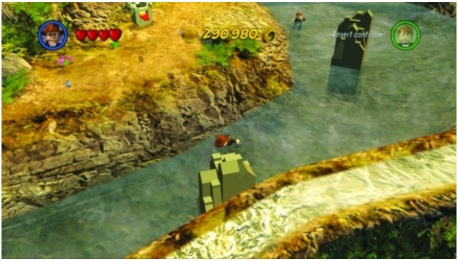


Drive upstream toward the waterfall to pop the next balloon and get lots of high-value studs.

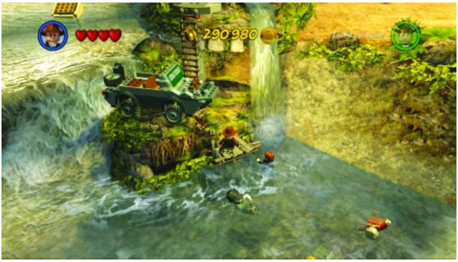


The tenth and final balloon is on the road that goes behind the eastern waterfall at the start of the river. This is a tough one to get, since it is difficult to see. Once you pop this last balloon, the artifact will appear by the waterfall. Run into it to complete the level.

Trick or Treasure



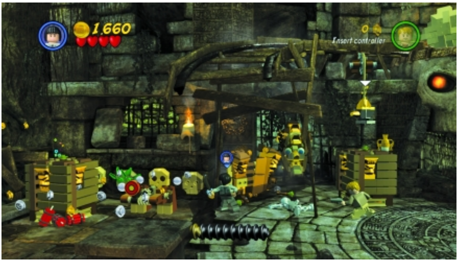
After finishing the previous treasure level, you will end up in the river. Swim down the river to the small waterfall.



To begin the level, climb onto the small dock and head up the ladder to enter this cavern. If you do not already have Spalko, you must go by the small temple to find her.

Treasure mode characters: Mac, Spalko

True Adventurer stud requirement: : 50,000



This level is not very difficult. The objective is to find five large green gemstones. They are located in the crates throughout this area. Just break them open to see what is inside.

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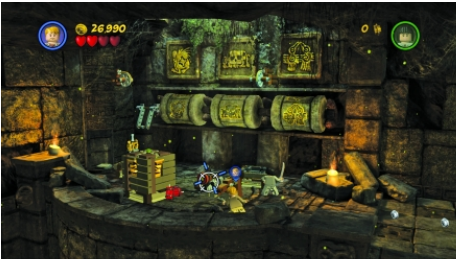
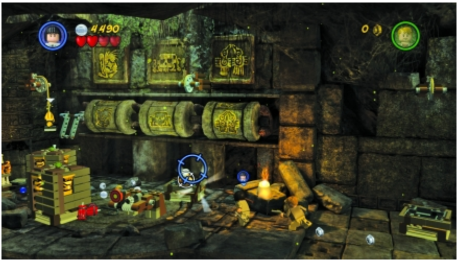
Insert controller

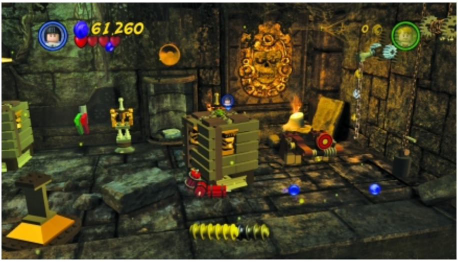
You can't open these crates normally. Instead, there are two methods. If the crate has an anvil hanging over it, use Spalko to throw her sword at the rope, and cause the anvil to break open the crate.



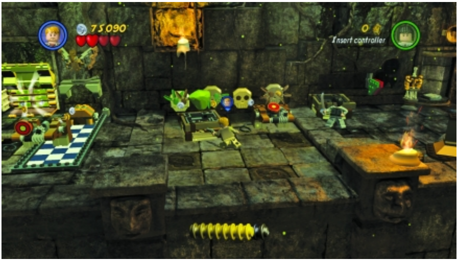
The other method is to have Mac fire his pistol at the targets. A hit will ignite some dynamite, which then blows up the crate.



Some of the crates contain Ugha characters such as warriors and spear-throwers. You can attack the warriors normally; however, for the spear-throwers, you must either pick up a spear to throw back at them or Spalko can throw her sword at them.

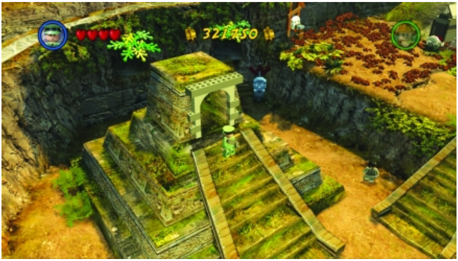


There is a purple stud behind this crate at the level's far right end, and there are two purple studs behind the crate at the level's far left end. Pick these up to help you get the True Adventurer award.



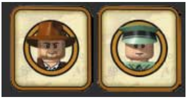
Find all five of these gemstones to make the artifact appear in the middle where you began the level. Pick it up and your job is done.

Tie-up High Up



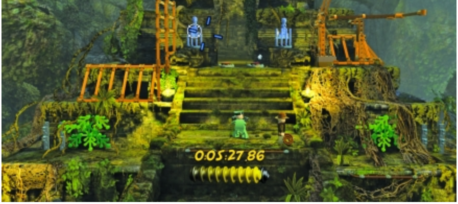
For this level, you will need a character with explosives-the Russian Officer. To get this character, you must complete the car boat race (see the Events section later in this chapter for more details). Once you have the Russian Officer, go to the small temple to start.

Treasure mode characters: Indiana Jones, Russian Officer

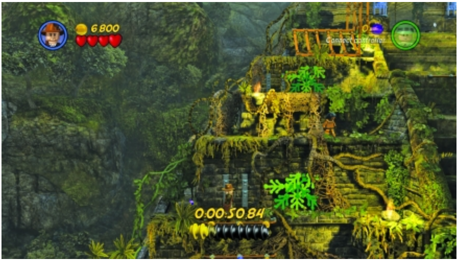


True Adventurer stud requirement: : 30,000

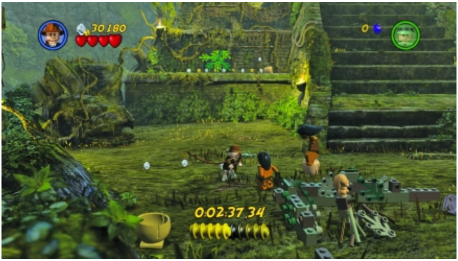
54,800
0
Connect controller



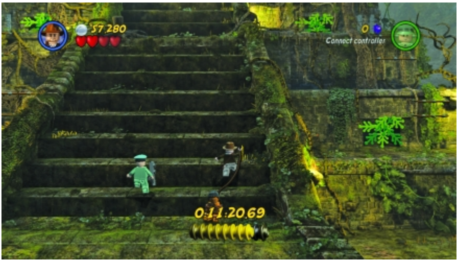
Begin by using the Russian Officer's rocket launcher to destroy the two silver objects positioned over pressure switches. The object is to simultaneously press all four pressure switches at the top of the temple. You have only two characters, so you will have to find two more to help-willingly or not.



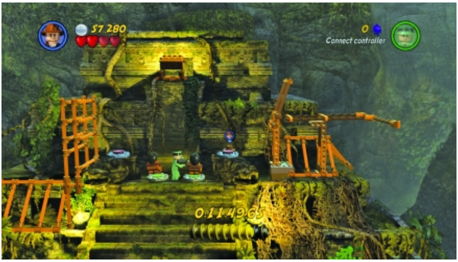
As Indy, make your way down the side of the temple, picking up studs. There is a purple stud on the left side, on the level below the Ugha warrior. Leave the warrior alone for now. You will need him later.



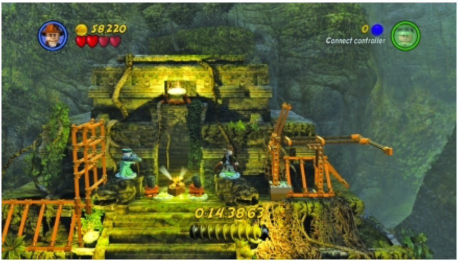
Smash as much as you can at the temple's bottom, and collect lots of studs. There will be three Ugha warriors that come to attack. Each time you defeat one, another will take its place. Tie them up with your whip while you get all of the studs you need.



After you have all the studs you want, wait for a warrior to come at you; then tie him up with the whip again. However, this time, don't leave him tied up. Instead, drag him up the temple's steps to the top. If you pick him up, you won't be able to jump up the steps.

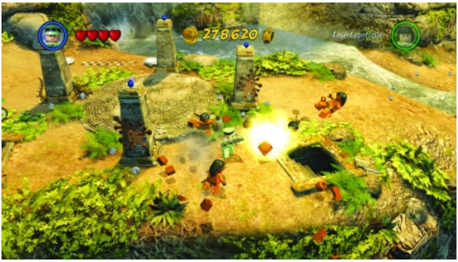


Release the warrior once you reach the top; then pick him up and place him on one of the pressure switches in the middle. Next, go get the warrior just a few levels down on the temple. Grab him with the whip while you are on the same level-not while you are on the stairs or another level. Drag him to the top and place him on a pressure switch.

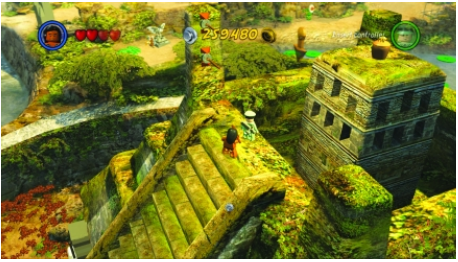


Now jump onto one of the side pressure switches and have your other character do the same on the other side to release the artifact from the temple's top. Grab it to complete the level.

Pit of Peril

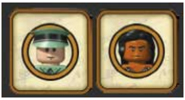


Before you can do this treasure level, you must get a character with a spear. From the small temple, head back to the river and swim to the other side. Head south to this area, where steps go down into the ground and several Ugha warriors will attack. Defeat them all; then you can purchase this character for 20,000 studs.



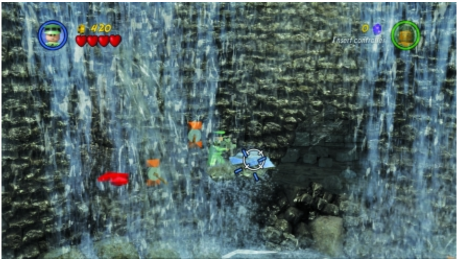
Head back to the large temple. After climbing to the top, jump down inside of it.

Treasure mode characters: Russian Officer, Ugha Warrior

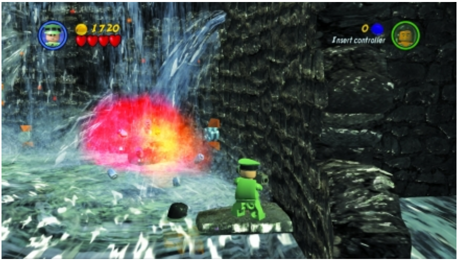


True Adventurer stud requirement: : 41,000

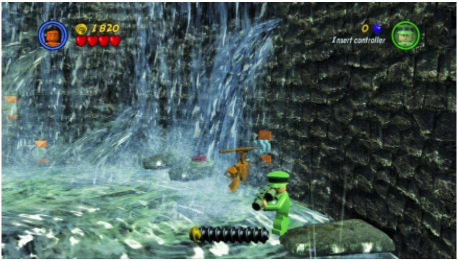
This level can be tough unless you know what to do. Start as the Ugha warrior and throw spears at the two holes along the back wall.



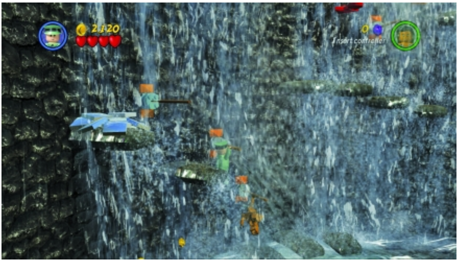
Switch to the Russian Officer and jump up using the spears to reach the step where there are some silver tiles. Shoot them to reveal a pressure switch and step on it. This will drain several feet of water in the chamber.



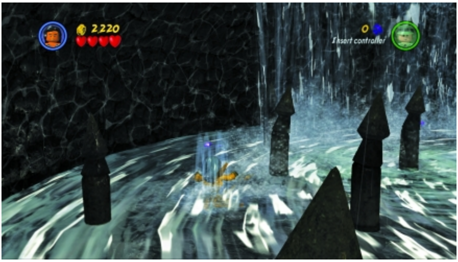
Jump off the step and swim over to the chamber's right side. Get up on a step close to the camera. Fire at another pile of tiles to reveal a switch.



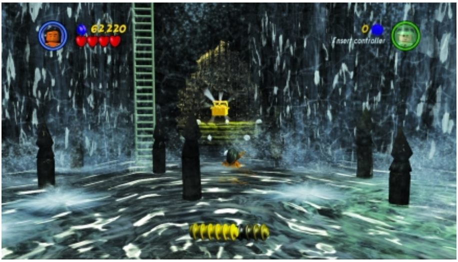
Change back to the warrior and throw a spear in the hole near the switch. Next, jump up to stand on the switch to drain the chamber some more.



The last switch is on the chamber's left side. Throw spears at the three holes in the wall. The Russian Officer can then get up to the step with the tiles, blow them up, and then stand on the switch to drain the chamber to the bottom.



Now walk around the perimeter of the chamber to pick up a total of six purple studs.

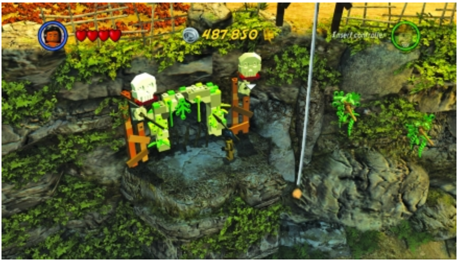


Finally, head up the steps at the chamber's rear to retrieve the artifact and complete the level.

Bonus Levels

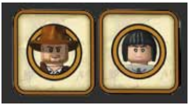
There are five bonus levels. Complete each one in order to earn an artifact.

Jungle Jinx

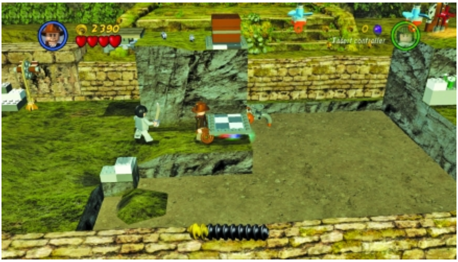


This bonus level is located at the top of the hill in the north, near the place where you begin this play set. You will need an Ugha Warrior. Climb the rope and jump across to the entrance. Throw spears into the two holes. Jump up and pull them down to lower the spikes in the ground so you can enter.

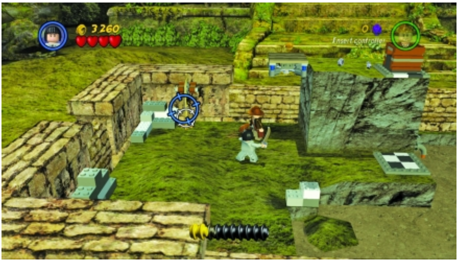
Bonus level characters: : Indiana Jones, Spalko



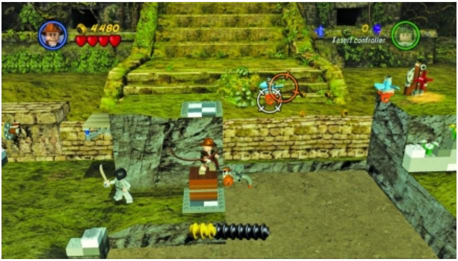
True Adventurer stud requirement: 15,000



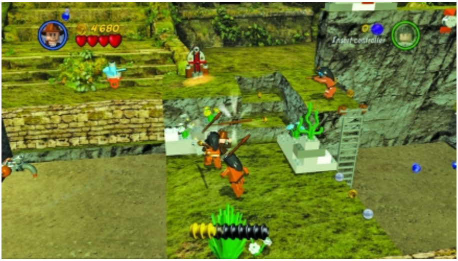
At the start, go around smashing items to find studs. Then repair the checkered tiles next to the edge of the quicksand.



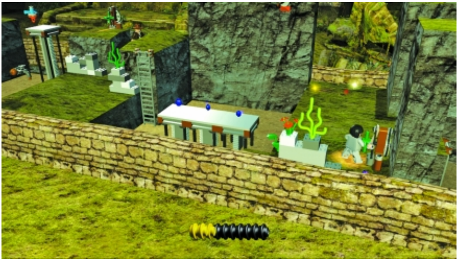
Switch to Spalko and throw the sword at the rope to lower a platform. Jump on the platform and then onto the next platform; at the top, push the crate onto the checkered tile below.



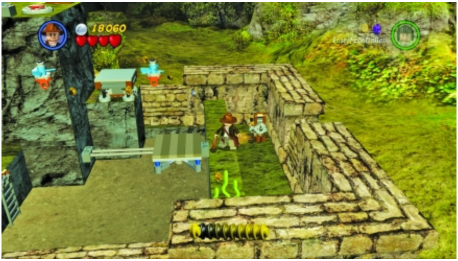
As Indy, jump onto the crate and swing across the quicksand, using the whip on the two orange handles.



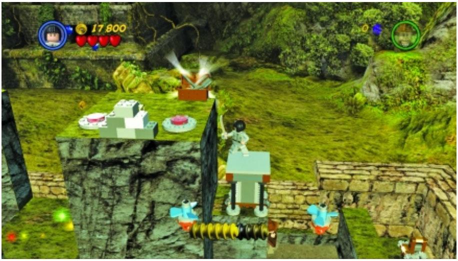
On the other side, defeat the three Ughas that attack you. Then pick up the spears and throw them at the holes in the stone wall to your right. Finally, jump up the steps and turn the red wheel to raise a platform so that Spalko can jump across to the level's right side.



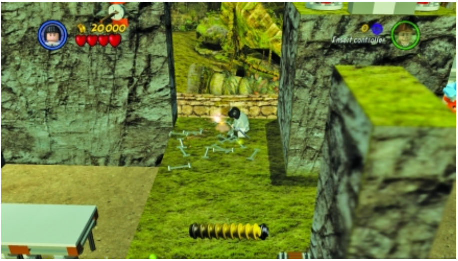
Since Spalko can jump higher than Indy, use her to jump up and grab on to the spear. Jump across to the next spear and then onto solid ground. Turn the wheel to raise a rectangular platform out of the quicksand so Indy can come across.



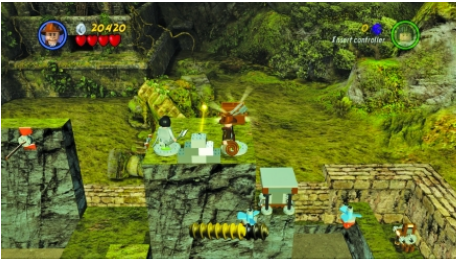
Use Indy’s whip to grab on to the orange handles, and swing across to the level’s far right side and pull a lever to cause a platform to begin sliding back and forth.



Switch to Spalko and jump onto the sliding platform and then over to the far right. Now use her ability to jump high to get onto the elevator platform and then onto the top. A chest of shovels is located here. Pick up a shovel and drop down to the left side.

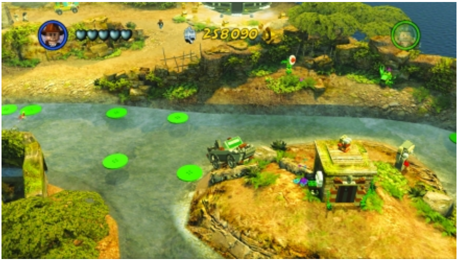


Use the shovel to dig in the lighted area. Assemble the pieces you find to build a ladder to the top.

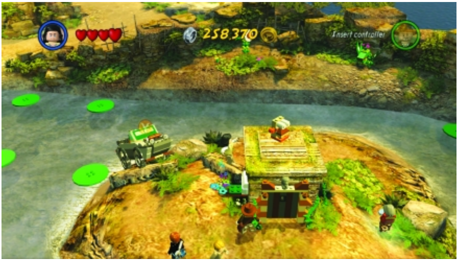


Use the ladder to get Spalko and Indy to the top, and stand on the two pressure switches to cause the artifact to appear. Grab it to complete the level.

Lake Crypt



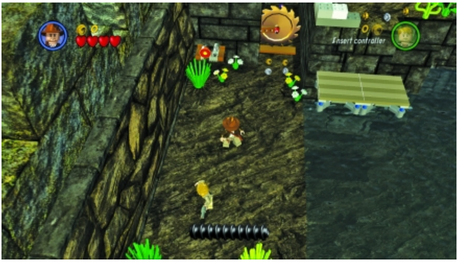
This bonus level is located on the small island in the middle of the lake on the eastern side of the play set.



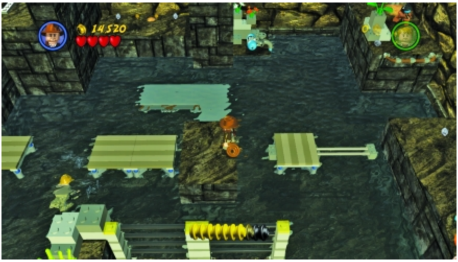
Take Marion or Spalko so one of them can high-jump to the structure's top, pick up the statue piece, jump down, and place it on the green pad to open the door.

Bonus level characters: : Indiana Jones, Mac

True Adventurer stud requirement: 25,000



Start off by breaking things to find studs. Use Mac’s pistol to shoot the target to raise some platforms out in the water. Before crossing them, carefully make your way past the saws to pick up a purple stud.



Jump from platform to platform to reach the level’s right side. Be careful not to fall into the water or you will have to swim back to the left and start over again.

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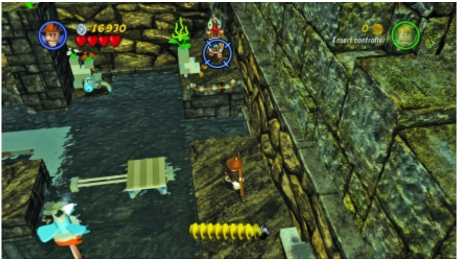
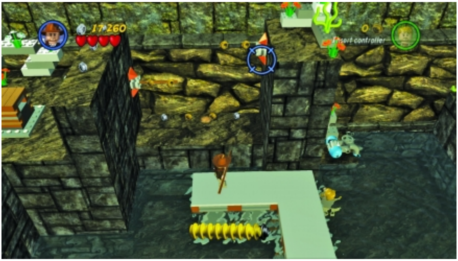
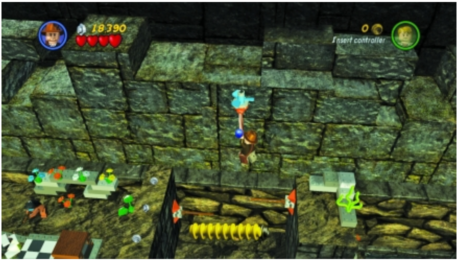
Jump over to the rope and swing across to the left to defeat an Ugha and pick up a spear.



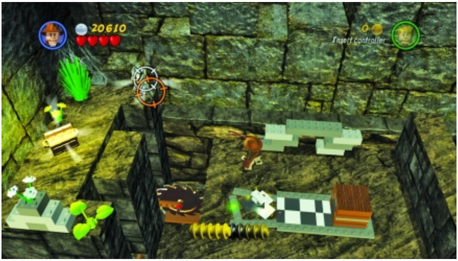
Jump back to the platform on the right, and move toward the back of the level. Use Mac's gun to shoot the Ugha Assassin on the other platform. Next, jump across to turn the red wheel and raise another platform out of the water.



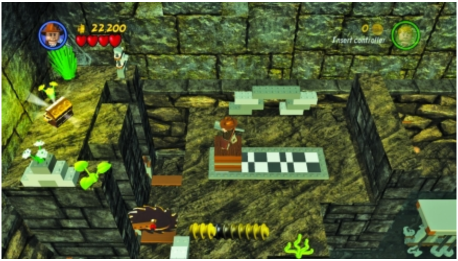
Return to the chest of spears and pick up one of these weapons. Head back onto the platforms and throw the spear at one of the holes near the back of the level. Get another spear and throw it at the second hole.



Jump up and grab on to the lower spear. From there, jump to the next spear and get up on the high rocky platform on the right. Quickly defeat the Ugha Assassin before he can hurt you.

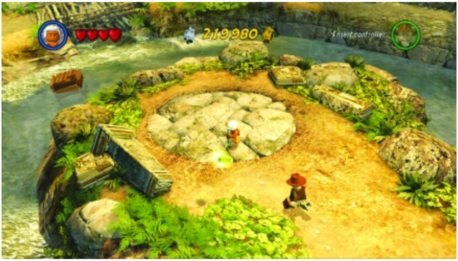


Use the whip to grab on to the shovel to the left, and use it to dig up the buried checkered tiles. Assemble them.



Finally, push the crate to the left and climb onto it so you can jump across to grab the artifact and complete the level.

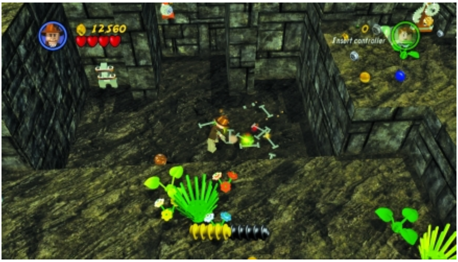
Digger’s Delight



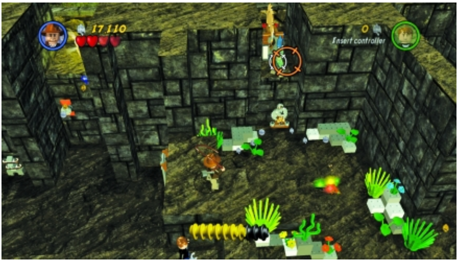
Before you can access this bonus level, you must complete the “Treasure Trail” event. (For more information, see the “Events” section later in this chapter.) Once you have the Ugha Digger, send him to the northern part of the western island to begin digging into these ruins to enter the level.

Bonus level characters: : Indiana Jones, Mutt

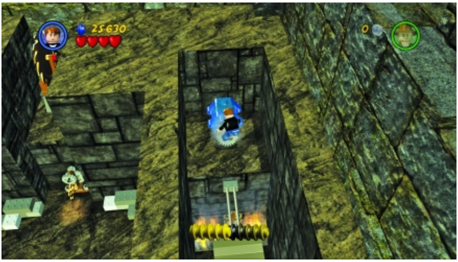
True Adventurer stud requirement: 25,000



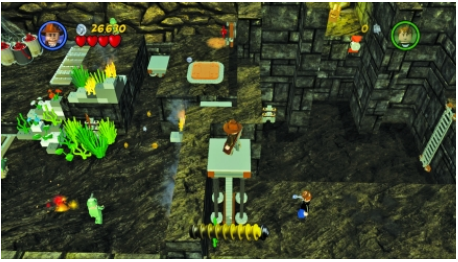
You start out in the level's low area, in the middle. Search the near side of this area, below the cliff wall, to find a hidden purple stud. Now pick up the shovel and dig in the lit area to unearth pieces. Assemble them to create a ladder.



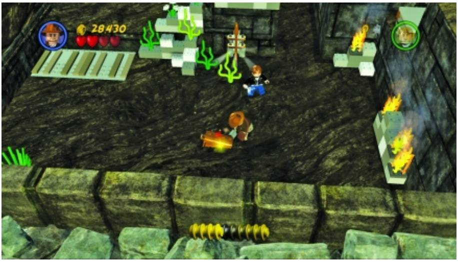
Drop into the area and defeat all the enemies. Watch out for the Russian on the ledge! When you have defeated the enemies on the ground, dig up a crate in this area to find a key, and use it in the mechanism to start the saw - which will defeat the russian at the top of the cliff. User your whip to retrieve the bottle of water.



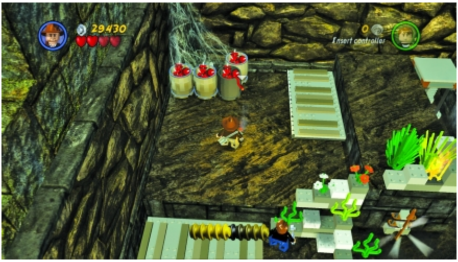
Head to the right and pull an orange handle to make a platform begin sliding. Below this platform there is a spear guarded by fire. Use the water bottle to put out the fire, and pick up the spear. Carry this back to the start of the level, and throw it at one of the spear points in the back wall. Switch to Mutt and jump onto the handrail along the right wall. From here, jump across to the sliding platform and then to the blue motor. Fix it with the wrench; this activates an elevator platform off to the left.



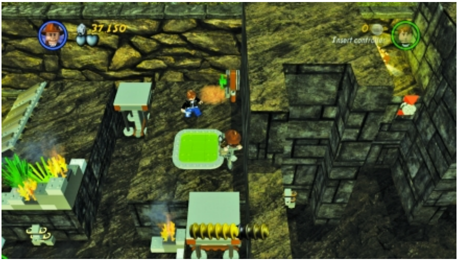
Head back to the left and ride the elevator platform to the wall's top; then jump down to attack the soldiers below.



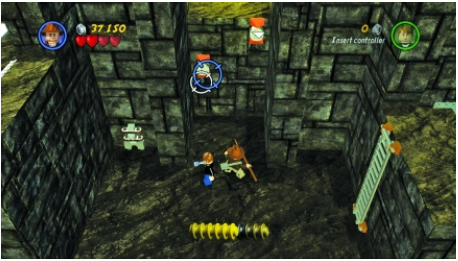
Use the shovel to dig up a chest in the middle of the area to get a torch.



Use the torch to light the explosives in the back left corner so you can now access a bicycle. Use Indy's whip to pull on the orange handle on the left wall; this raises some ramps. Then turn the red wheel in the back right corner to move a platform into position.

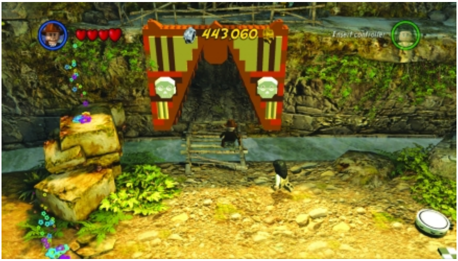


Now you can ride the bicycle onto the large pressure plate to raise another platform, which allows you to leave this area. But don’t go just yet.



Pick up the spear from the stand near where you dug up the torch, and carry it back to where you began the level. Throw it into one of the holes up high. Jump to the lower spear and continue to the higher spear. Finally, jump up to the artifact and grab it to complete the level.

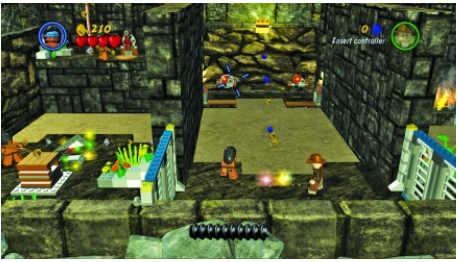
Treasure Room



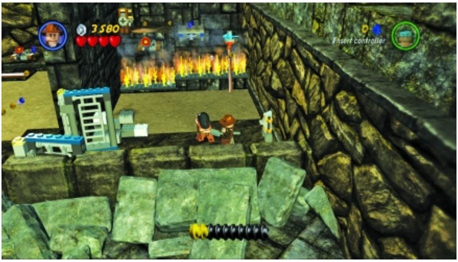
This bonus room is in the central area in the south. You will need a female character to jump on the stone pillar by the flowery icons, then up to the ledge above the entrance. Pull on the lever to open the door, and walk in to start the level.

Bonus level characters: : Indiana Jones, Ugha Assassin

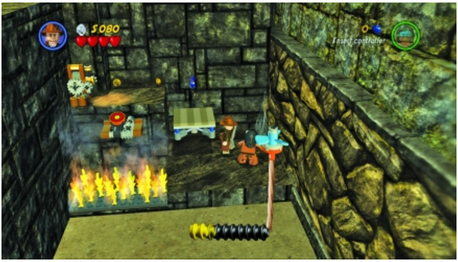
True Adventurer stud requirement: 20,000



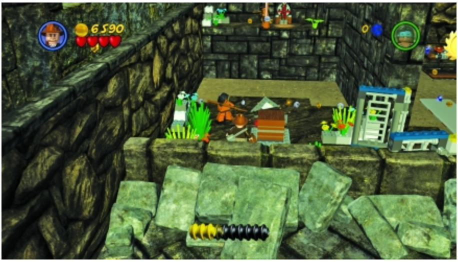
Immediately take control of the Ugha Assassin, and shoot blow darts at the targets as the saws at the level's rear move out of the way. This will open the gates on either side of you.



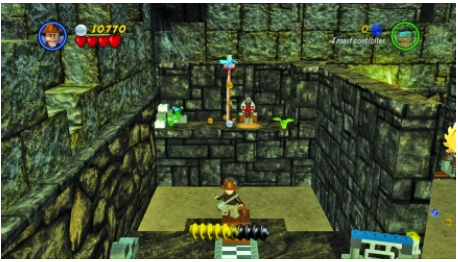
Head to the right and defeat the Ugha Warrior there. Next, pick up the shovel and return to the starting area to dig up a bottle of water. Throw the water at the flames on the right side, and use the blowgun to fire a dart at the target to lower a platform.



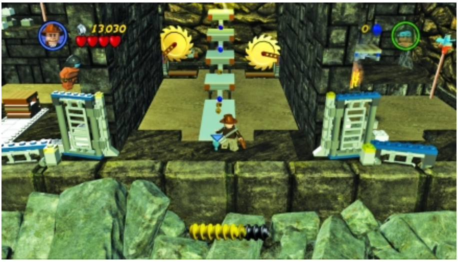
Jump across to the rope and then onto this area's far side. Hop up to the lever on the stone platform, and pull it to raise a rectangular platform in the middle of this level.



Now head back through the middle to the left side. Quickly defeat the Ugha Warrior near the crate, and use the blowgun to break up the warrior on the other side of the quicksand. Use the shovel to dig up the checkered tiles and then repair them.

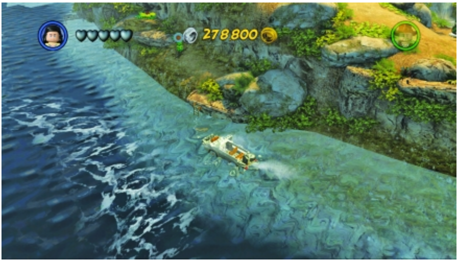


Jump onto the crate and then across to the rope. Swing over to the rear of the room. Turn the red wheel to raise some more platforms in the middle of the level.

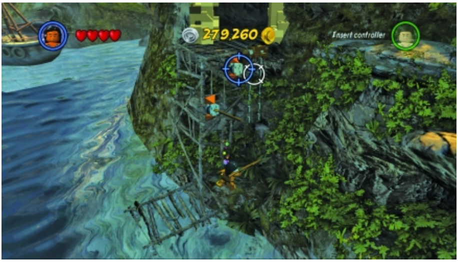


Now head back to the middle and make your way across the platforms to the artifact at the area's far side to complete the level.

Cave Capers

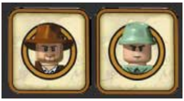


This bonus level can be difficult to find. You will need a female character and an Ugha Warrior just to get inside. Climb into the car boat and drive down the river to the sea. Continue to the west, and head north until you reach a dock. Alternately, There is also a path on the cliff side that can be accessed by climbing the small ladder you find that leads to a red brick flower and green brick statue. Continue along the cilff and notice the foliage that sticks out. Your character can walk down this to the dock for a much easier time.

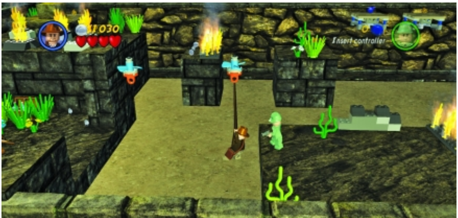


Throw spears at the holes in the scaffolding leading up to the entrance. As a female character, jump to the top, using the spears as handholds. Next, walk into the entrance to begin.

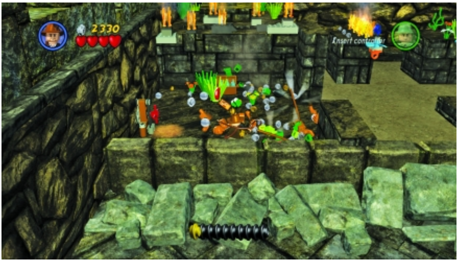
Bonus level characters: : Indiana Jones, Soldier



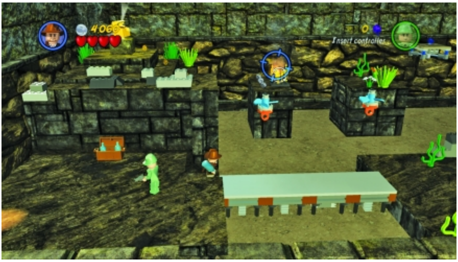
True Adventurer stud requirement: 31,000



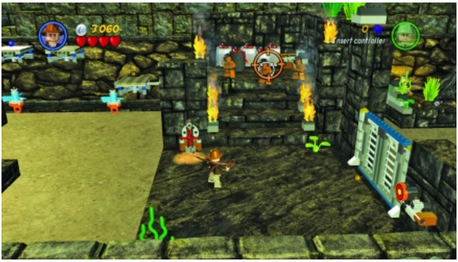
Start off by using the whip to swing across the quicksand to the left, utilizing two orange handles.



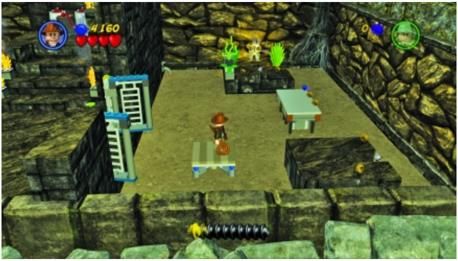
Defeat the Ugha Warriors in the next area, look for studs, and then turn the red wheel to raise a platform so the soldier can make it across the quicksand.



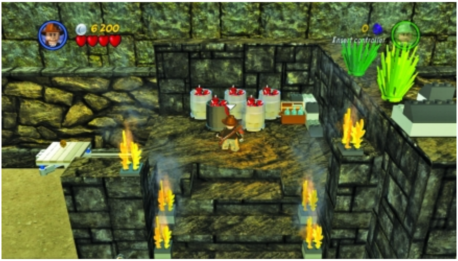
Use the water bottles to extinguish the flames near the artifact and along the back wall in the level's middle.



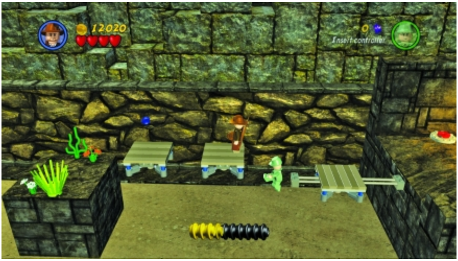
Now head to the right and swing across more quicksand, using your whip and orange handles. Defeat the three Ugha Warriors and turn the red wheel to raise a platform up from underneath the quicksand.



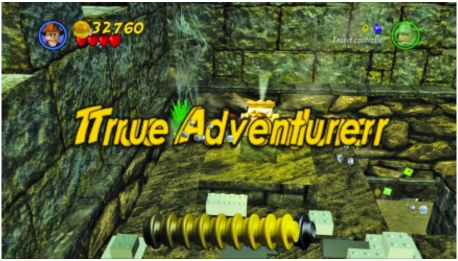
Bring the soldier over to shoot the target by the gate to open it. Next, move into the area on the level's far right side. Jump across platforms to reach a torch along the rear wall, then make your way back to the gate.



Use the torch to light these barrels of explosives and then get far enough away to avoid the blast. Once bricks have settled, head up the steps and stand on the pressure switches to activate a moving platform. There are more water bottles here in case you find fire blocking your path.

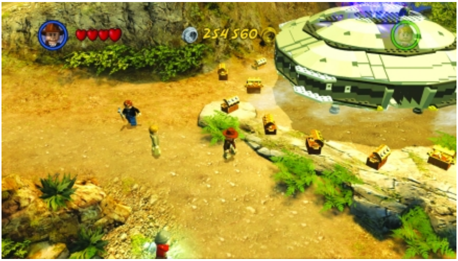


Jump across the platforms to the large stone block in the middle, then take a long leap to the artifact's location.

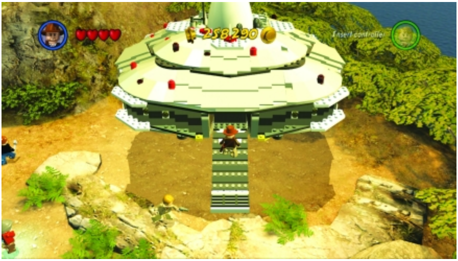


Don’t grab the artifact right away. Instead, search the area behind it to find two purple studs; you earn the True Adventurer award before you complete the level.

Super Bonus Level: Alien Ship



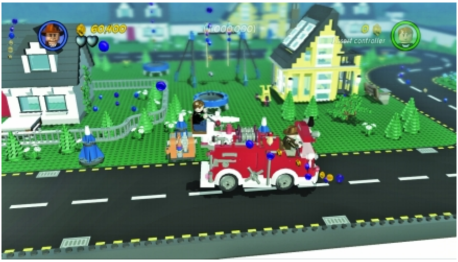
Once you have completed all the treasure and bonus levels, head to the alien ship located on the island’s eastern side. Break open all the artifacts to reveal pieces.



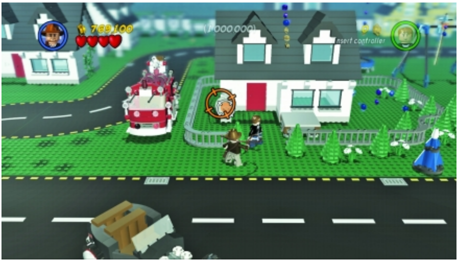
Assemble all the pieces to fix the alien ship, and walk up the ramp to access the super bonus level.

Super Bonus level characters: : Indiana Jones, Mutt

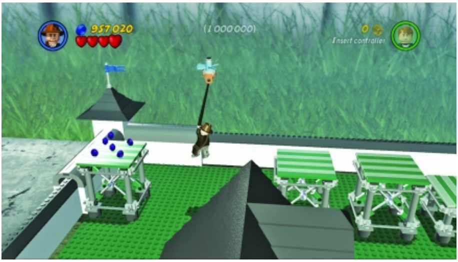
True Adventurer stud requirement: 1,000,000



As in the previous super bonus levels, you go around a town, picking up as many studs as you can.



Interact with this orange handle to raise an elevator platform that will allow you to reach some high studs.

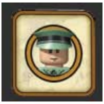


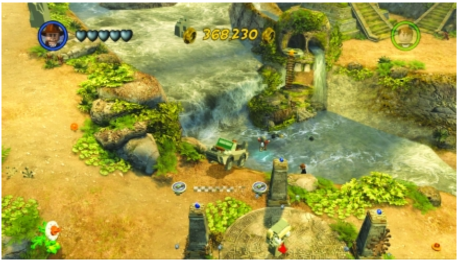
There are also many studs at the far left corner of the level; you must get out of your vehicle to get them.

Events

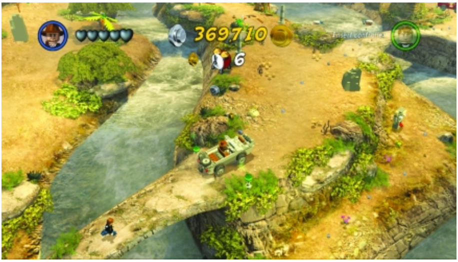
Car Boat Race

Reward: Unlock Russian Officer

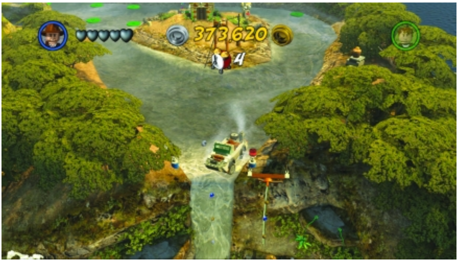




The car boat race begins near the small temple. Drive out of the river and through the starting gate.



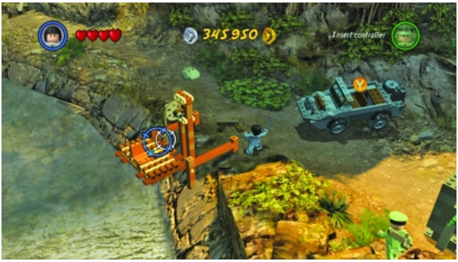
Head north up the road, and turn right to cross both bridges over the rivers.



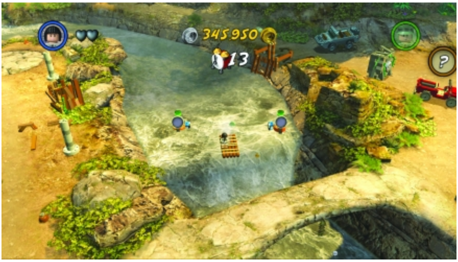
At the alien ship, make a U-turn to the right, and follow the eastern river around the island and down the waterfall. At the bottom, head west to the finish line. You can now buy the Russian Officer for 30,000 studs.

Raft Race

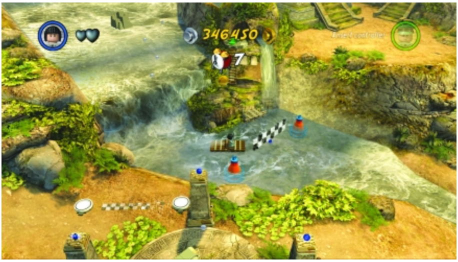
Reward: Unlock Ugha King



You will need Spalko to start the raft race and the Uggha Digger to paddle the raft. Spalko must throw her sword at the rope to release the raft.



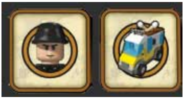
Climb onto the raft and head through the starting gates and continue downriver.

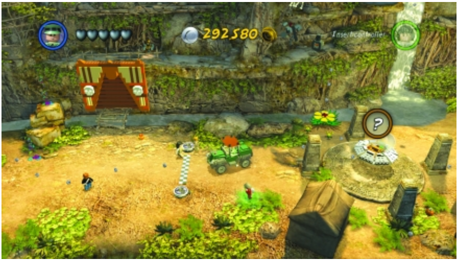


Watch out for the rocks in the middle of the river. If you get stuck behind one, it can cost you the race. The finish line is near the small temple. Win the race and you can purchase the Ugha King for 25,000 studs.

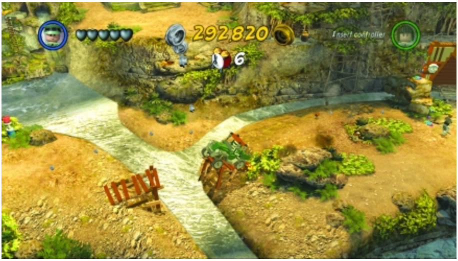
Jungle Jeep Race

Reward: Unlock Russian Machine Gunner and Ice Cream Van

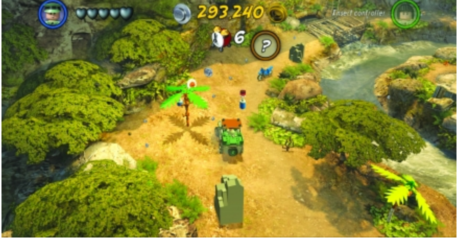




To get into this race, you must first purchase the Jungle Jeep for 30,000 studs. Then drive it through the gate next to it to start the race.

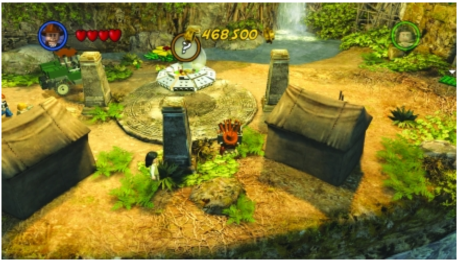


Jump over the broken bridge and race north along the road.



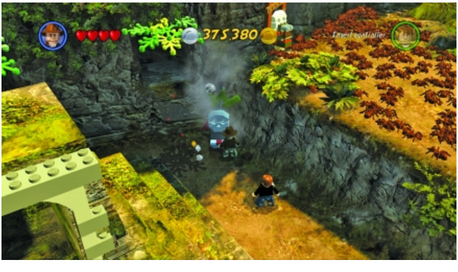
Follow the trail of studs around to the right, and keep going to the finish line, which is at the top of the road leading back up to Repair Scare, by the pressure pad that unlocks the gate to where you started the playset. This unlock the Russian Machine Gunner (which you can buy for 20,000 studs) and the Ice Cream Van (which you can buy for 30,000 studs).

Treasure Trail

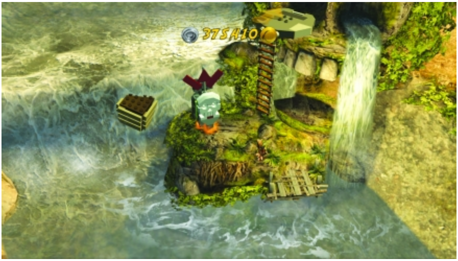


This next event requires you to go after a series of statues within a limited amount of time. Before you start, head over to the camp where you got the Russian Officer and pick up the crate of parts. Carry it to the green pad to the right and build a ladder, which you will need for this event.

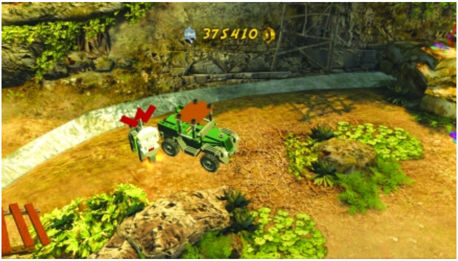
Reward: Unlock Ugha Digger



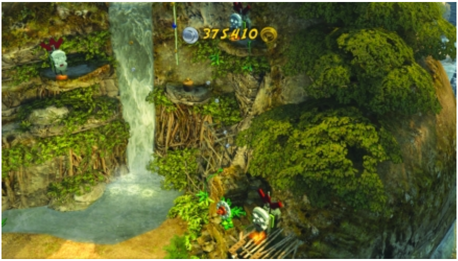
Start the race (with a high hump character) by hitting this statue by the small temple.



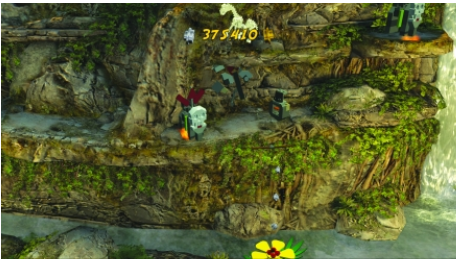
Then rush out through the exit to the river to hit the next statue here.



Race across the river to hit this statue by the broken bridge.



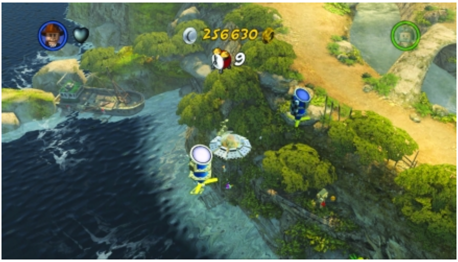
Head to the ladder on the area's eastern side, and climb up to hit the statue on the wooden platform. Next, move along the ledge and jump over to the stone ledge so you can jump up to the rope. Climb up it and jump off to the right to hit another statue; then swing to the left on the rope to get the next statue.



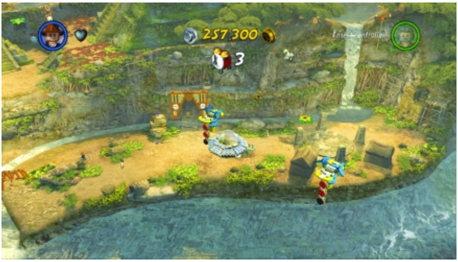
Continue to the left to hit this final statue. You can then purchase the Ugha Digger by the circle in the southwest for 15,000 studs.

UFO Ride Race

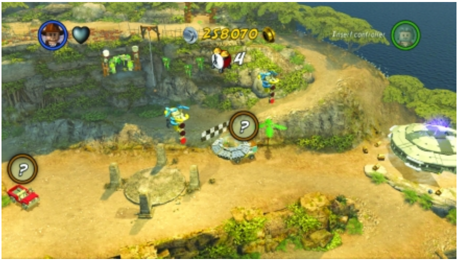
Reward: Unlock Interdimensional Being



This event requires you to purchase the UFO Ride for 250,000 studs. Climb in and fly to the southwestern corner of the island. Pass through the starting gate and head east.

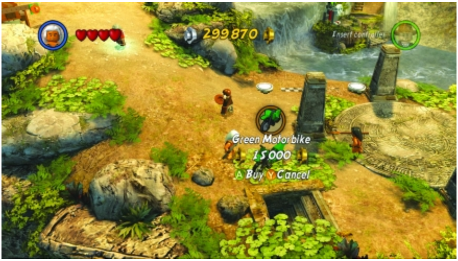


Fly through two gates to the east and turn toward the waterfall. Fly north through another gate.

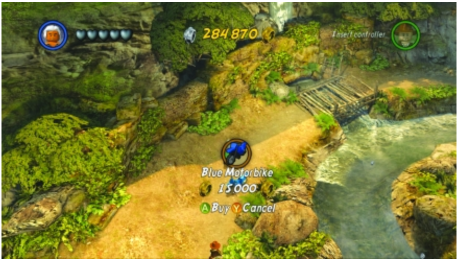


The finish line is here, just west of the alien ship. Win and you can buy the Interdimensional Being for 1,500,000 studs.

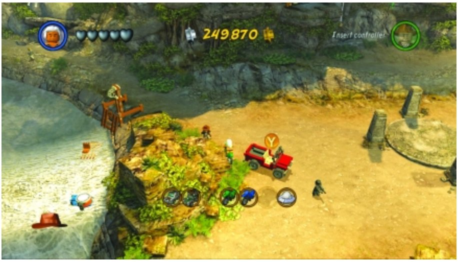
Other Unlockable Vehicles



The Green Motorbike can be purchased for 15,000 studs and is located in the southwestern corner of the island.



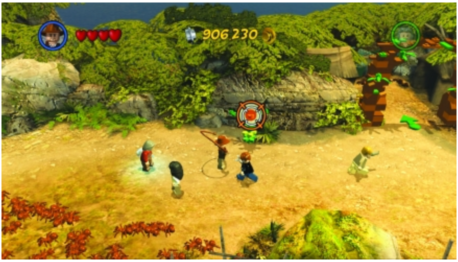
The Blue Motorbike, also selling for 15,000 studs, is in the northwest corner of the island.



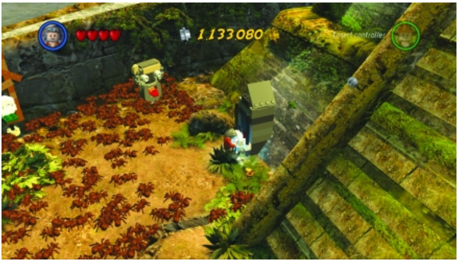
The last vehicle, the Civilian Jeep, is near the raft.

Colored Bricks

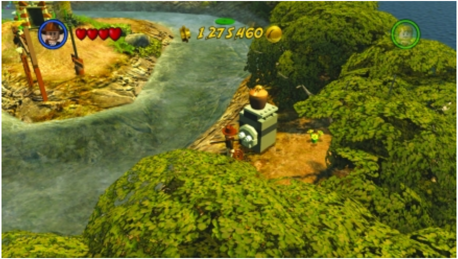
You also need to collect red, green, and blue bricks, which are scattered around the map. This allows you to buy extras.



Locate these flowers with an orange handle on them, and use the whip to pull them to release red bricks. Collect all ten and you can purchase Scorex10 for 8,000,000 studs.



These statues with the tongue sticking out house green bricks. Break them and collect all ten so you can purchase the Snake Whip for 250,000 studs.



The blue bricks are located in these pots. As before, sometimes you must do something to release or uncover these pots. Collect ten blue bricks and you can buy the Fearless extra for 1,000,000 studs.

The Play Sets

The Raiders of the Lost Ark

Checklists

Characters

Indiana Jones	Jock	Marion	Sallah
Sherpa Brawler	Masked Bandit	Enemy Soldier (Desert)	Enemy Officer (Desert)
Bazooka Trooper (Raiders)	Bandit Swordsman	Hovitos Tribesman	Satipo
Captain Katanga	Enemy Boxer	Major Toht	Colonel Dietrich

Belloq

Vehicles

Army Jeep

Pazzenger Jet

Flying Wing

Biplane

U-Boat 26

Green Speedboat

Blue Speedboat

Snowobile

Raven Rescue

Indiana Jones and Marion have been reunited after many years. Indy tells Marion that he has come for the medallion that belongs on the Staff of Ra.

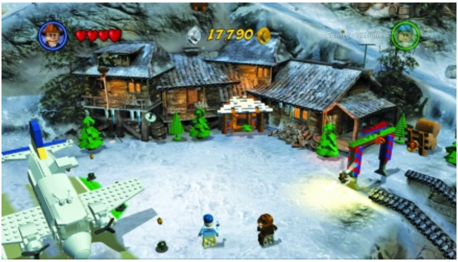
However, someone else has also come for the same object.

Toht grabs the medallion and then uses it to attack Indy and Marion.

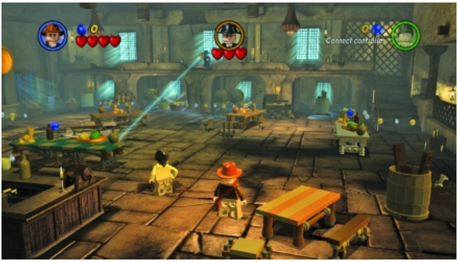
Story mode characters: Indiana Jones, Marion

True Adventurer stud requirement 25,000

After Indy and Jock land in Nepal, walk into the bar to begin this level.

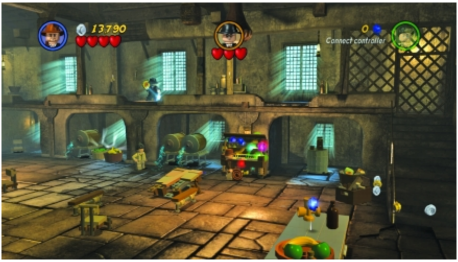


Wave 1



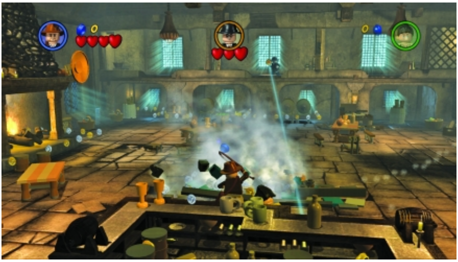
The objective for this level is to defeat the enemy Major Toht. He is up on a balcony and uses the medallion to fire beams of light that can cause damage if they stay on you for too long.

You can't hurt Toht with any of your weapons, so you must come up with another plan.

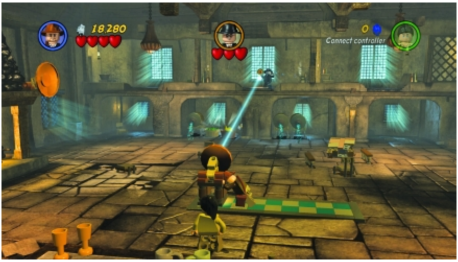


Since Toht is the only threat in this wave, use this time to ransack the bar and collect as many studs as possible.

Just stay out of Toht's beam. There are some objects, such as this piano, that you can assemble from pieces on the floor. Then break it up to get some studs.

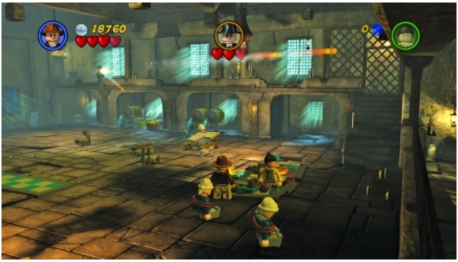


Once you are ready to continue, head over to this checkered table in the center and break it apart with your whip. Next, assemble all the pieces into checker tiles, a stand, and a reflector.

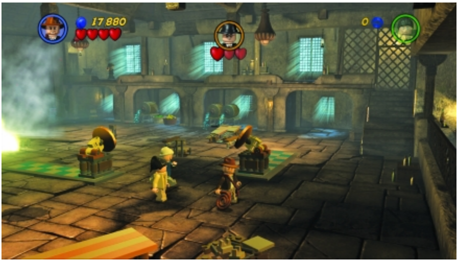


Once you've built the reflector, push it to the left to redirect the beam at Toht; this will hurt him.

Wave 2

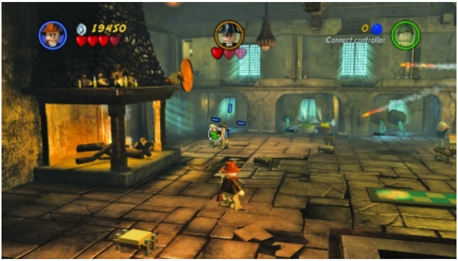


Toht is not ready to give up. He sends in some brawlers to fight while he throws explosives and fires a machine gun at you. Start off by using the whip to tie up the brawlers; don't defeat them, as more will take their place.

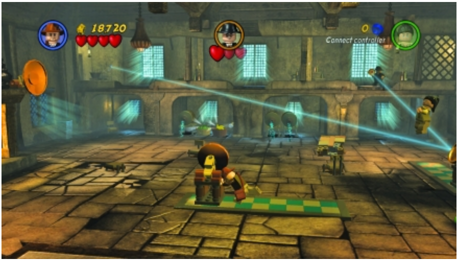


The table on the right side will be broken by one of Toht's explosives. Assemble it into another reflector on some checkered tile and push the two reflectors toward each other. Then finish off the last of the brawlers so Toht will use the beam to try to attack you. When he does, the reflectors will direct the beam right back at him.

Wave 3

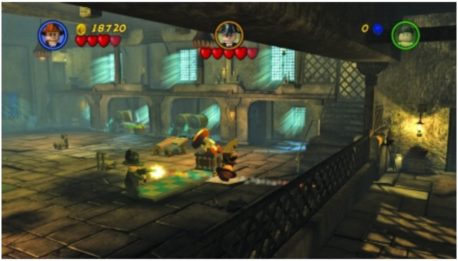


Toht sends in more brawlers. Watch for those in green shirts, since they have guns. After you defeat them with your whip, pick up one of their guns and use it against them.

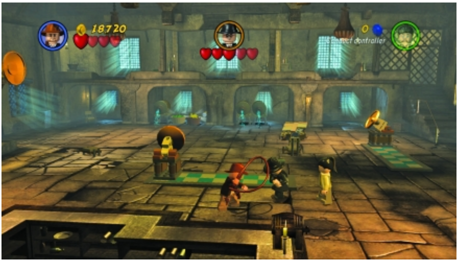


Now push the reflectors apart from each other to aim the beam back at Toht.

Wave 4

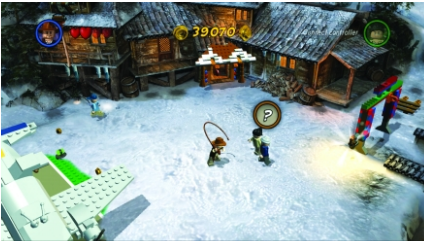


Toht now comes down from the balcony to get you. Watch out for his machine-gun attacks; try to get in close to him so he can't use this weapon.



Continually whip and punch Toht to decrease his life hearts. If you can find a gun, use it as well. After you defeat him, you complete the level and Marion joins your party.

Note



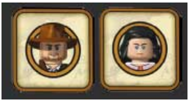
After finishing the level, you will be attacked by several Sherpa brawlers. Defeat them all, and then you can purchase this character for 15,000 studs.

Market Mayhem

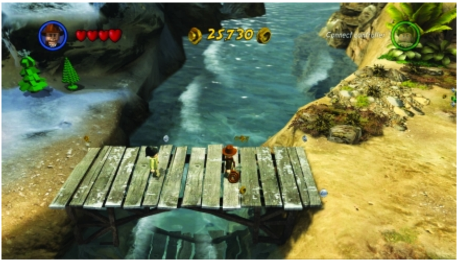
Indy and Marion arrive in Cairo and meet up with Sallah. While the two men are talking, Marion is abducted and carried away.

Indy tries to pursue, but there are several enemies he must deal with first if he wants to leave the streets of Cairo alive.

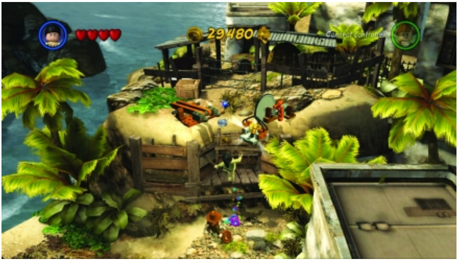
Story mode characters: Indiana Jones, Marion



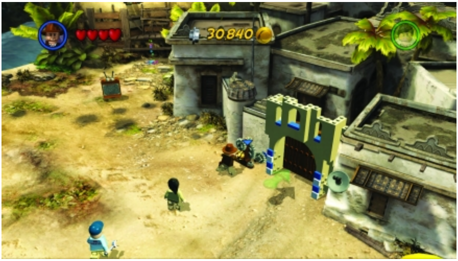
True Adventurer stud requirement 13,000



To reach the next story level, head down the stairs from the bar in Nepal and continue across this bridge to Egypt.

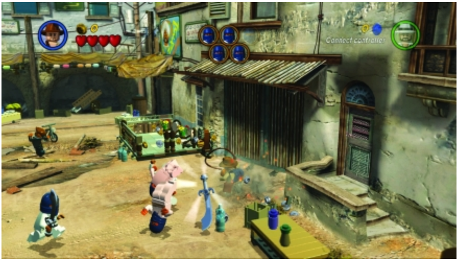


You need a key to get into the city, so head north a bit and use Marion to jump up where the flowery icons are. Grab on to the lever and pull down to release the key.

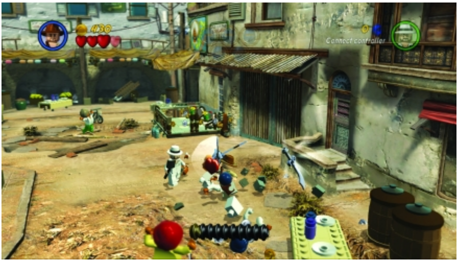


Now head to the city gates, insert the key into the mechanism, and turn it. This opens the gates so you can enter.

Wave 1

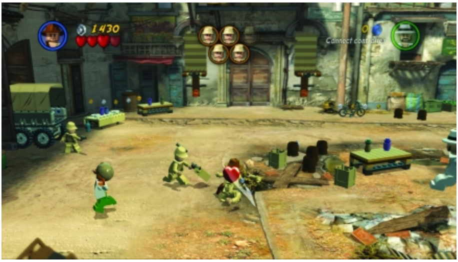


The first wave consists of four masked bandits. Take out your whip and let them have it. This first wave is the best time to smash items all over the marketplace and get as many studs as possible before the more difficult subsequent waves.

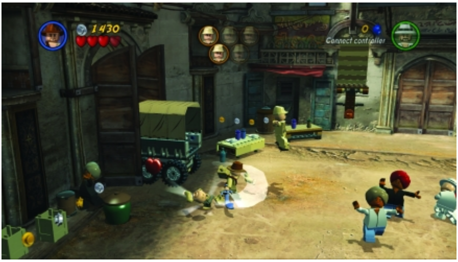


After you defeat a bandit, he will drop his sword. Pick it up and use it; one hit with a sword will defeat an enemy. Finish off the remaining bandits using your sword.

Wave 2

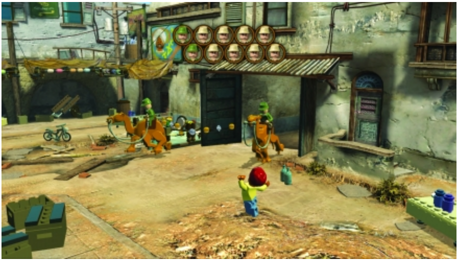


Now you must defeat five soldiers. These are armed with pistols and will try to fire at you from a distance. Get in close and hit them with the sword.

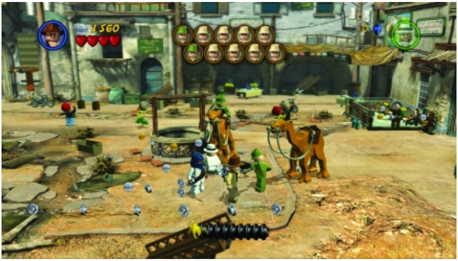


After you defeat a soldier, pick up his pistol. You want to save your pistol shots for later, so switch back to the sword for now (when you pick up the pistol, it becomes your current weapon, so you must switch back to the sword here).

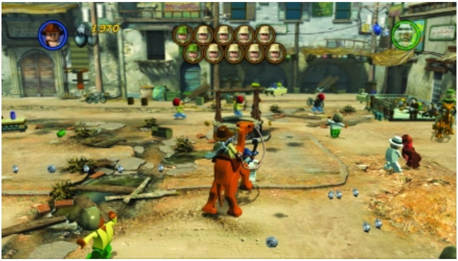
Wave 3



The next wave has eight soldiers and two camel soldiers. The camel soldiers will ride toward you and try to have the camels kick at you.

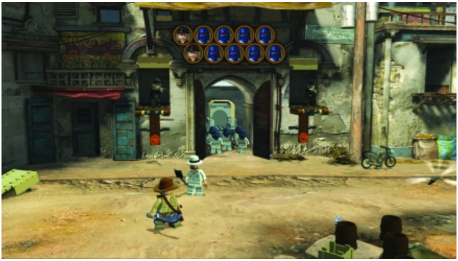


Pull out the pistol and shoot at a camel soldier to knock him off the camel, or use your whip to pull him off. Defeat him using your sword.

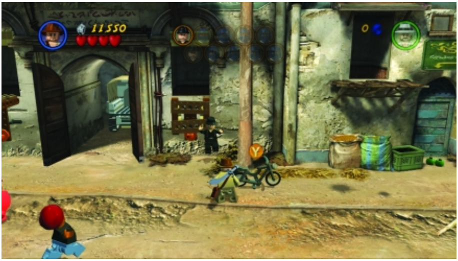


Now head toward the other enemies and attack them. Continue until you've defeated all ten enemies in this wave.

Wave 4

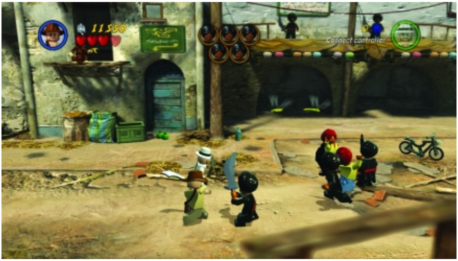


You now are attacked by eight masked bandits and two snipers. Quickly defeat the bandits with your sword so you can then concentrate on the snipers.

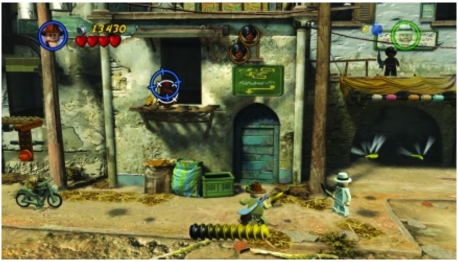


You can't shoot at the snipers or throw your sword at them, since they will block these attacks with their rifles. Instead, use the whip to pull on the orange handles below the snipers; this makes them fall to the ground level, where you can then attack them by whip or sword.

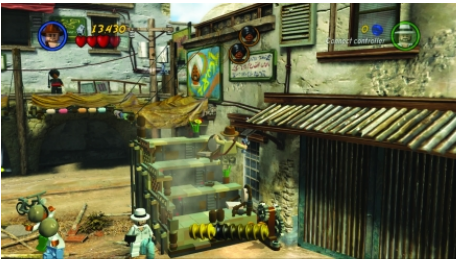
Wave 5



The last wave has five swordsmen. These are tougher to beat and can only be defeated by using a sword. Keep hitting them with your sword to finally disarm them; then finish them off with a single hit of your sword.



The first three swordsmen are on the street level. However, the last two are on the roofs of some stalls. To reach them, first pick up a banana from beneath these two swordsmen and give it to the monkey. The monkey will then give you a key.



Insert the key into the mechanism by the dining area, and turn it to create steps up to the last two swordsmen. Once on the roofs, use your sword to finish off these last two enemies.

Note

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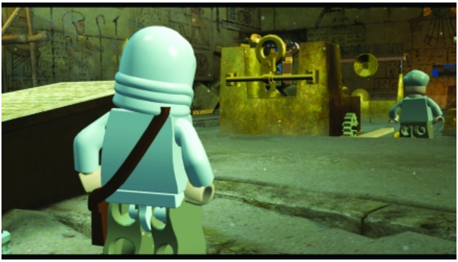
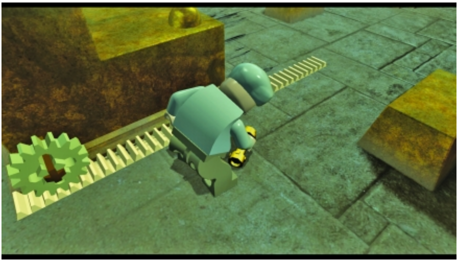
Connect controller

While you have lost Marion for now, you gain Sallah and his shovel. After you leave Cairo, masked bandits will attack. Defeat them and then you can purchase this character for your collection for 17,000 studs.

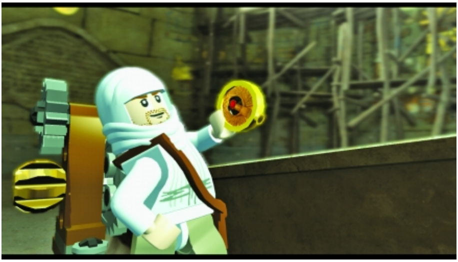
Map Room Mystery



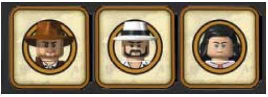
Indy and Sallah have reached the map room. After studying the room, they see that they need to move a large sculpture of a building in order to reach the ark.



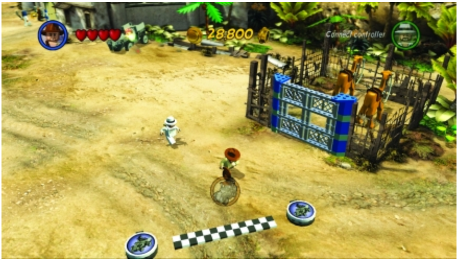
The two of them realize that the medallion is the key and place it on a stick to create the Staff of Ra, which will unlock the way to the ark.



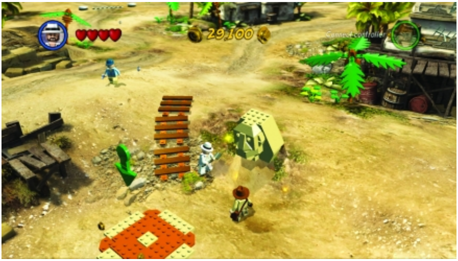
Story mode characters: Indiana Jones, Sallah, Marion



True Adventurer stud requirement 23,000

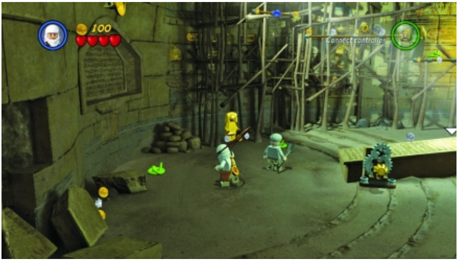


To get to this level, walk southeast from Cairo and past the camel corral.

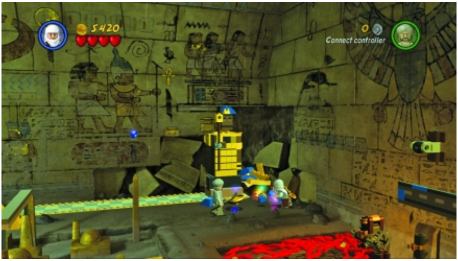


When you reach this statue of a head, use Sallah's shovel to dig around the head. It will roll forward and crash through a door, revealing a hole in the ground. Jump down to get to the map room.

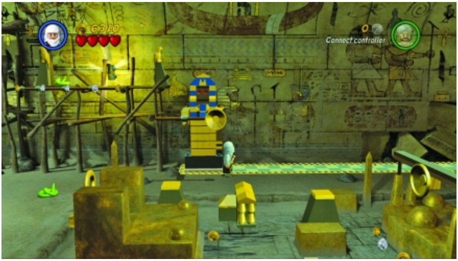
The Map Room



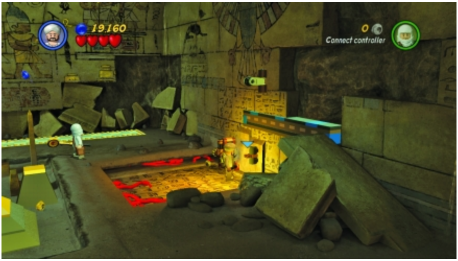
Since Indy is afraid of snakes, switch to Sallah at the beginning and hit the snakes to clear the way for Indy. Also, take time to pick up studs.



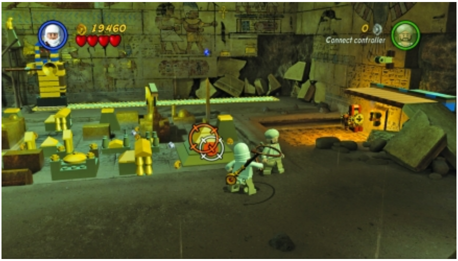
Head to the room's far right corner and dig up a base for a statue. Then break up the colored bricks along the wall and reassemble them into a statue.



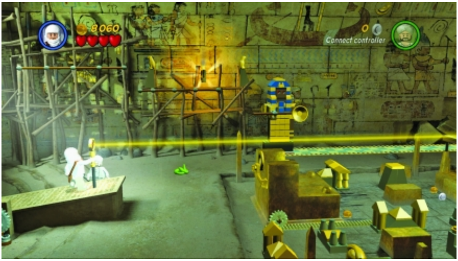
Push the statue to the left along the checkered tiles. Then have Sallah grab on to the statue's staff and use it as a handrail to pull himself up and jump onto the scaffolding. Jump across to other handrails and shimmy back and forth to get some studs before picking up the torch and jumping back down.



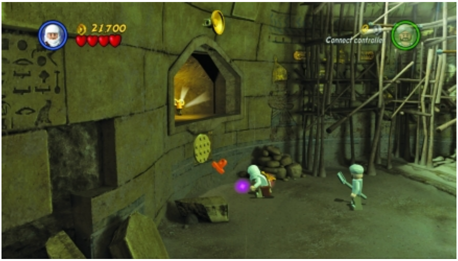
Carry the torch to the room's right side. This will allow Sallah to walk into the snake pit; the snakes will slither away while he is holding the torch. Place the torch in the holder, and pull the lever to make a platform slide out from the wall.



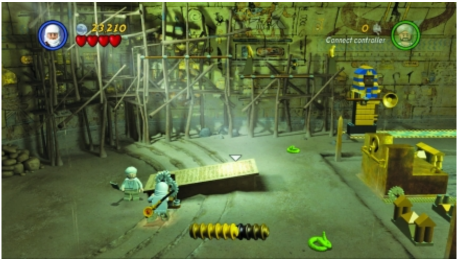
Use Indy's whip to pull on this orange handle. Then whip the statue that emerges and pick up the reflector that drops. Place the reflector on the holder above the platform on the right side.



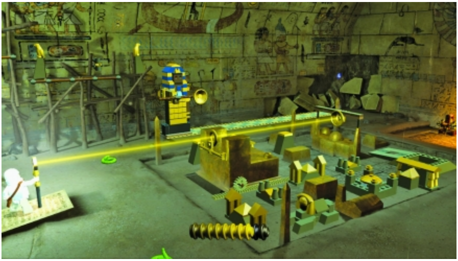
Now have Indy place the Staff of Ra on the large stone tablet on the left side to catch the sun and create a beam ofÊlight.



The light opens an alcove along the room's left side. Walk over and assemble the pieces lying on the ground, and then use the whip to pull on the orange handle. Jump onto the block that tumbles out of the wall and pick up the key.

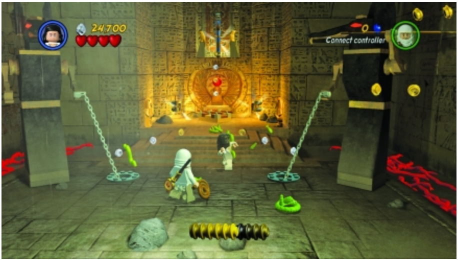


Insert the key into the mechanism by the tablet and turn the key to lower the tablet.

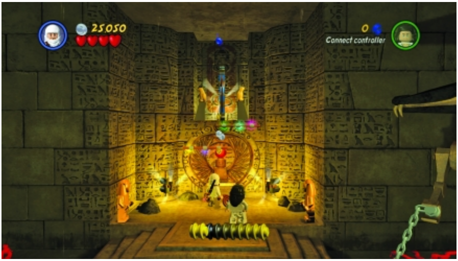


Place the Staff of Ra onto the tablet again, and the beam of light will move a stone block to reveal an opening. Jump down through the opening to enter the Well of Souls.

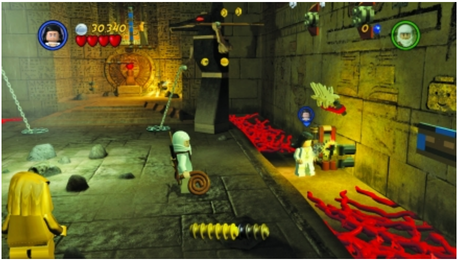
The Well of Souls



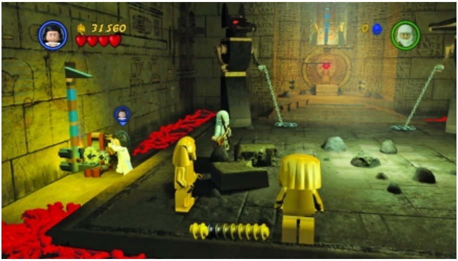
After the ark and Sallah are lifted from the Well of Souls, Marion is thrown down into it, and Belloq seals them in. Since this area has snakes, which will make Indy panic, take control of Marion and start smashing those serpents.



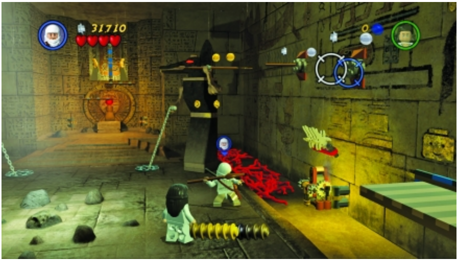
At the room's far end, assemble some pieces to build handrails, and then use them to reach the alcove to recover a spear.



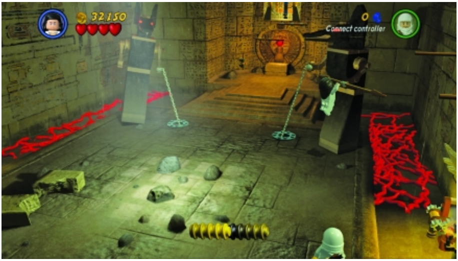
As Marion, pick up one of the torches and carry it to the snake pit along the right wall. Place the torch in a holder, and then pull on a lever to make a platform extend from the wall.



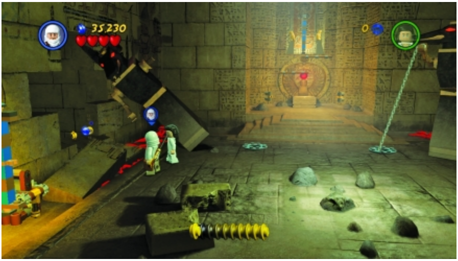
Return to the back area to pick up another torch, and place it in a holder in the left snake pit. Pull a lever to reveal another spear.



Throw both spears into the holes up high on the right wall. Then climb onto the platform so you can jump up to grab on to the closest spear.



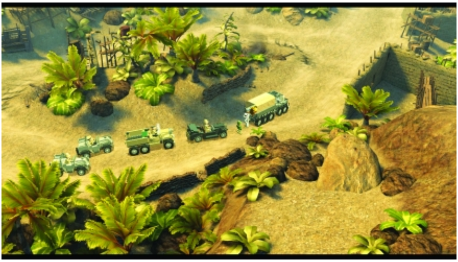
Jump to the next spear and then onto the spear held by the jackal-headed statue. This causes the other statue to tip a bit. Leave Marion hanging, then have Indy join her so that their combined weight on the spear will make the other statue break through the left wall.



Finally, exit the level through the hole in the wall.

After the Ark

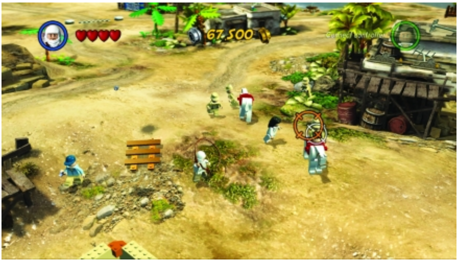
After escaping from the Well of Souls, Indy sees Belloq and his troops carry away the ark. The truck convoy is guarded by several armed jeeps.



If Indy can reach that truck, he will have the ark back.

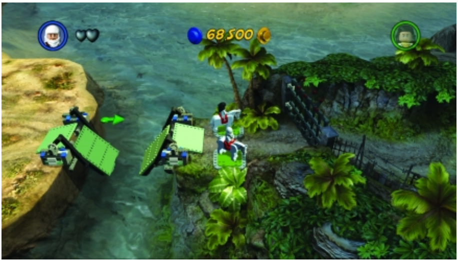
Story mode characters: Indiana Jones, Sallah

True Adventurer stud requirement 84,000



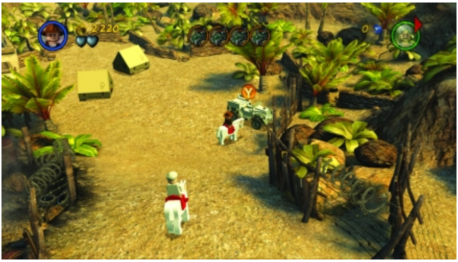
Indy needs to chase after the ark. As a couple soldiers on horseback come to attack, use Indy's whip to target the soldiers and pull them off the horses.

Defeat the soldiers and then jump onto one of the horses.

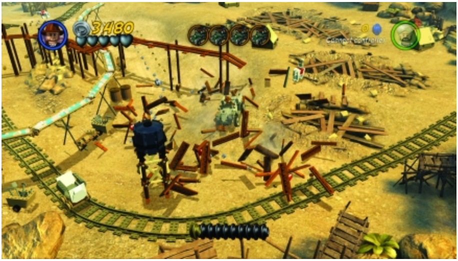


Ride to the northeast and jump across the gap where the bridge is lowered. Stop on the large pressure plates to open the gate to enter the next level.

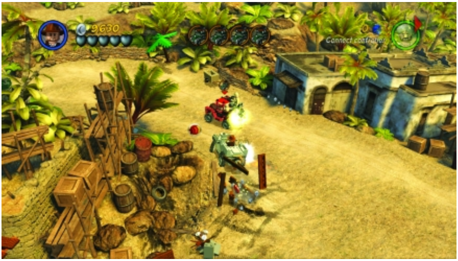
Wave 1



If you are going to take on vehicles, a horse is not going to cut it. Therefore, ride to this camp area to the east of where you start and hop in the jeep.

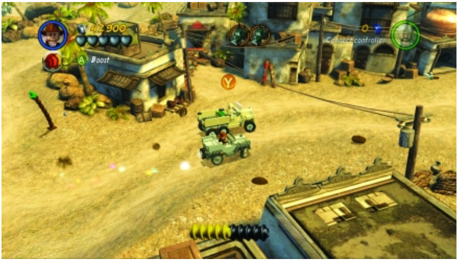


If you want to get some studs right at the start, drive to this mining area to the east and crash into things to release the studs.

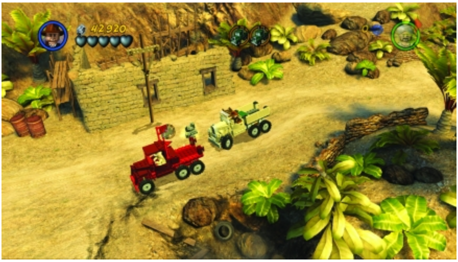


The first wave consists of four jeeps with machine guns traveling counterclockwise around the area's outer road. Crash into them from the side, and try to force them to crash into things along the side of the road.

Wave 2

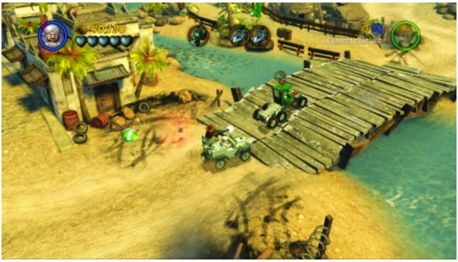


The next wave has two jeeps with machine guns and two trucks. Crash into the jeeps first to get them out of the way. Then look for a tan truck driving around. Pull up next to it and switch from your jeep to the truck, since your jeep can't damage the trucks.

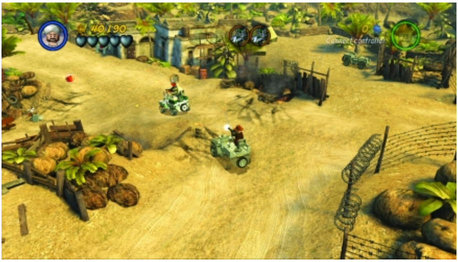


Now with a truck of your own, go after the two trucks and crash into them or force them into objects to destroy them.

Wave 3

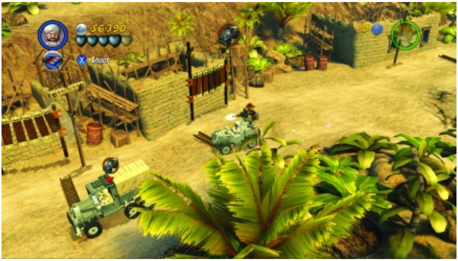


The third wave has two trucks and two armored jeeps. You can use your truck to attack or hijack a tan jeep with a machine gun just like you took control of the truck. Pick up Sallah and then use the machine gun to fire at and take out the trucks.

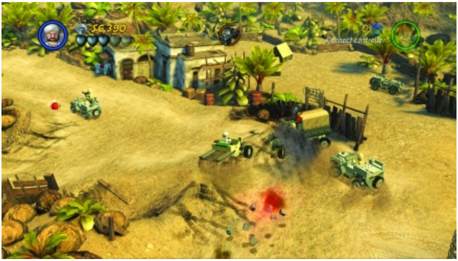


The armored jeeps don't take any damage when you crash into them with the tan Jeep, so you will have to use the machine gun, stay in yur big truck and crash into them with it, or force them to crash into objects.

The Ark Truck

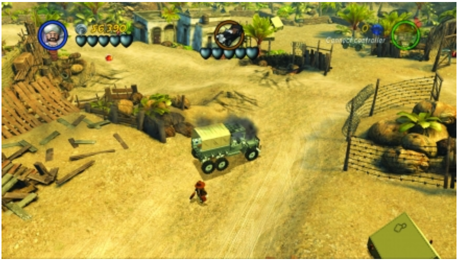


You now have to stop the truck carrying the ark. Fire at it with your machine guns to damage the truck and make it stop.

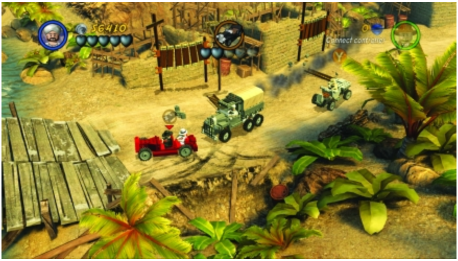


You might also want to hijack a truck of your own and just ram it into the ark truck. You can't destroy the ark truck, so just force it to stop and then get in.

Belloq and Toht



The truck is now yours. Hop into it and start driving around. In order to make his escape, Indy must destroy Belloq and Toht's car.

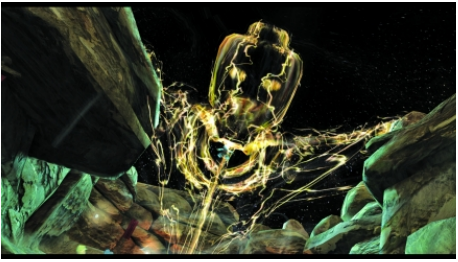


Chase after them and keep ramming them from behind or the sides until their black roadster is history.

Belloq Battle

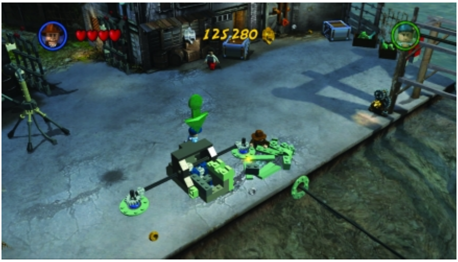
Indy has taken the ark and placed it on a ship to transport back home.

However, the ship is intercepted by a submarine commanded by Belloq and is then escorted to a small island. When Belloq tries to open the ark, something unexpected occurs: Belloq is given supernatural powers beyond his control. You must stop him.

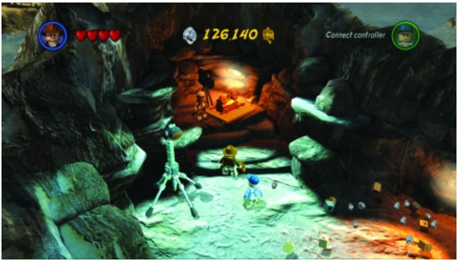


Story mode characters: Indiana Jones, Marion

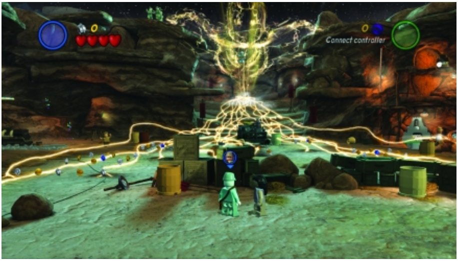
True Adventurer stud requirement 25,000



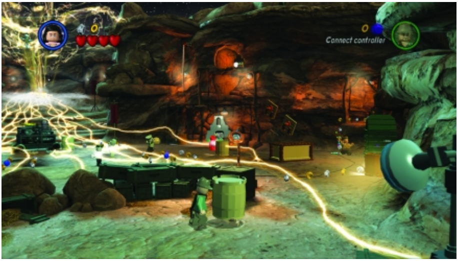
Indy and Marion find themselves on the dock. They need to pull the ship closer to the dock so they can climb aboard. Break open the nearby crates, and use the pieces to reassemble the motor. Once the ship is docked, jump onto it to continue to the island.



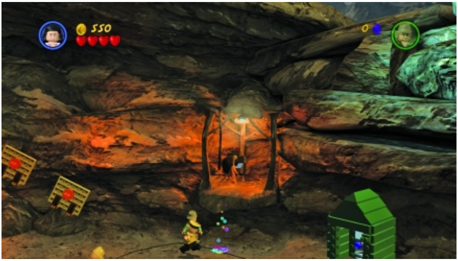
Once you reach the island, walk toward Belloq and the ark to begin the level.



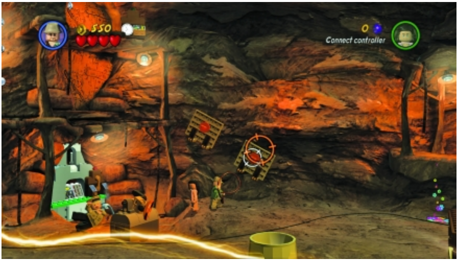
Indy and Marion start off in a safe spot behind some crates. However, Belloq's energy beams snake around the area to both sides. If you try to get past them, you will just end up in pieces.



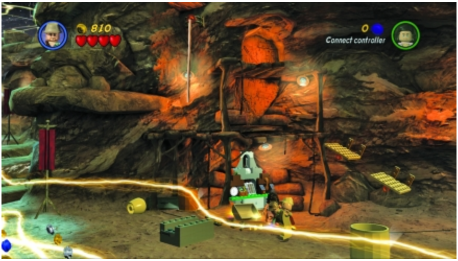
Take control of Marion and climb into one of the barrels. She can walk around inside the barrel and use it to protect herself. Walk to the right side of this area.



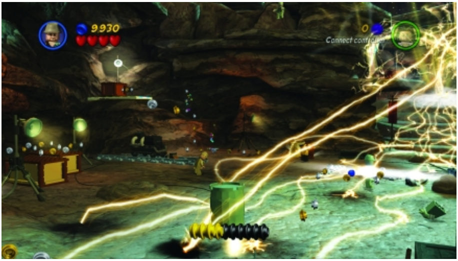
Once you get past the energy beams, remove the barrel, jump up where the flowery icons are located, and grab a piece of equipment. Carry it to the left and place it on a console with a green pad on it.



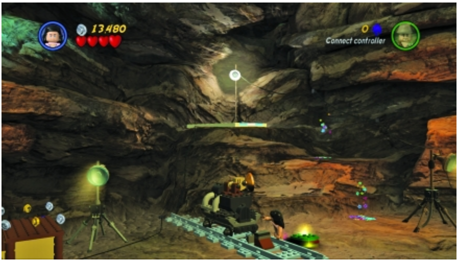
Switch to Indy, and use his whip to pull on the two orange handles. This lowers two ramps. Head up the ramps, and climb a rope to reach the top level of some platforms. Pick up another piece of equipment, and carry it to the console and place it there.



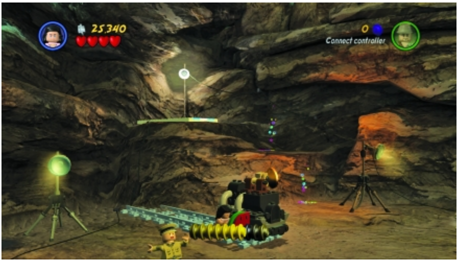
Once both pieces of equipment are on the console, some pieces will spill out onto the ground. Assemble them into a reflector to begin focusing some of the energy back at Belloq.



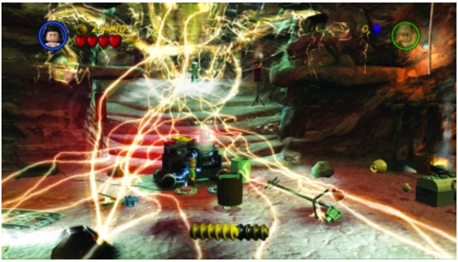
Switch back to Marion, and climb into a barrel again. Head to the area's left side, and jump up where the flowery icons are located.



Push a crate of parts along some checkered tiles and off the edge. Then jump down and put the pieces together on a cart to create another reflector.



Get behind the green and red lever, and push the cart toward the middle of the area, where it, too, will focus more energy back at Belloq.



Get back into a barrel and head to the generator in the middle of the area. Stand on one of the pressure switches. Next, switch to Indy and use another barrel to get him to the generator.

Stand on the other pressure switch, and the generator will reflect enough energy back at Belloq to defeat him and complete the level. Indy has saved the ark from his enemies so it can be crated up and stored in a warehouse in an undisclosed location.

Treasure Mode

After completing each of the five Story mode levels, you can return to those locations to earn more studs and collect artifact pieces by completing the Treasure mode levels.

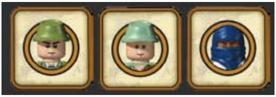
Toasty Tavern

151580
Connect controller

This bonus level requires a character with a sword and one with a bazooka. Before you can complete this level, you must dig the army jeep out of the sand near Cairo; purchase it for 30,000 studs; and then win the Jeep Race (see the "Events" section later in this chapter for more information), which will allow you to unlock and purchase the Bazooka Trooper for 30,000 studs.

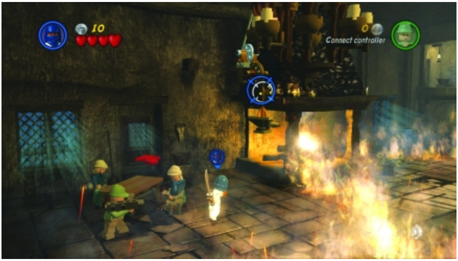
96400
Connect controller

Once you have the Bazooka Trooper, take along the Masked Bandit and then head into the bar in Nepal to start the level.

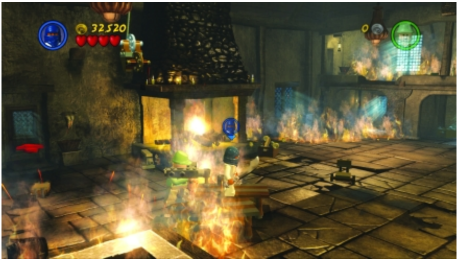


Treasure mode characters: Colonel Dietrich, Bazooka Trooper, Masked Bandit

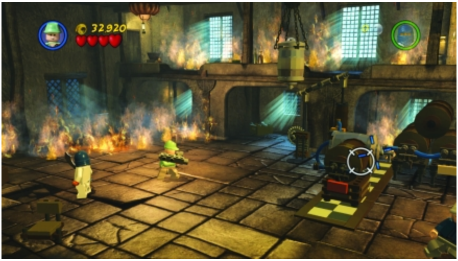
True Adventurer stud requirement: 35,000



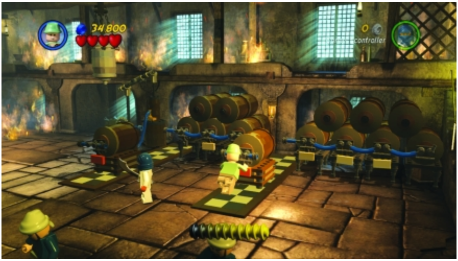
Take control of the Masked Bandit, and throw his sword at the rope holding up an anvil. When it falls, it will release some pieces.



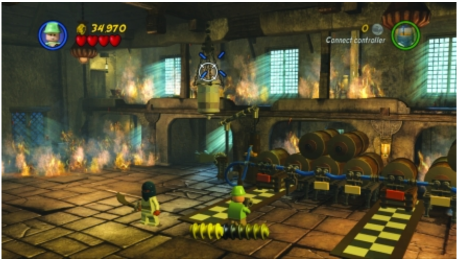
Assemble the pieces into a table, and then walk across the table to reach the other side of the flames. Go around the room smashing things and collecting all the studs you can.



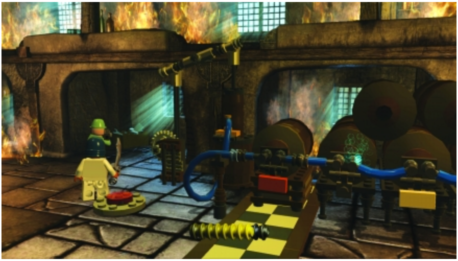
Switch to the bazooka soldiers, and fire at the two silver barrels by the checkered tiles. This will remove an obstruction.



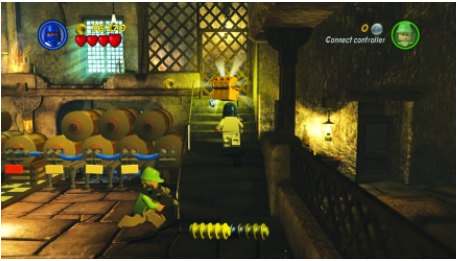
Now push the brown barrels along the checkered tiles to connect them to the rest of the barrels.



Fire the bazooka at the chain suspending a barrel from the ceiling. When it falls down and breaks, reassemble the pieces.

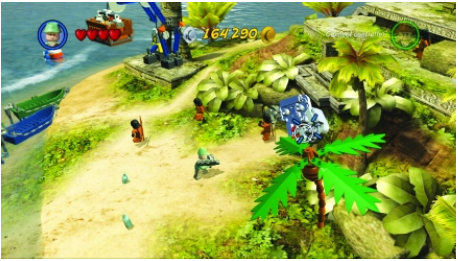


Step on the pressure switch to begin pumping water through the hoses; put out the fire on the steps to the right.

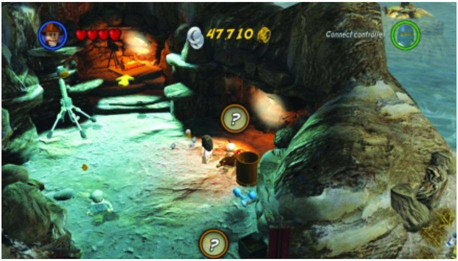


With the flames extinguished, head up the steps to pick up the artifact and complete the level.

Cairo Conundrum



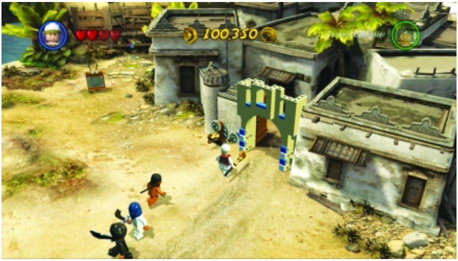
Before you can tackle this Treasure level, you will need to unlock and purchase a couple of characters. The first is the Hovitos Tribesman. To get him, you must complete the Hovitos Temple bonus level (see the "Bonus Levels" section later in this chapter for more information) and then purchase him for 30,000 studs.



The second character you need is Belloq. To get him, you will need to reach the island where the ark was opened. There, you must dig up Belloq's pieces using Sallah's shovel and then purchase him for 500,000 studs.

Tip

Since you need a lot of studs to purchase Belloq, it is usually a good idea to complete some of the other levels first and collect more studs so you can then afford this character.

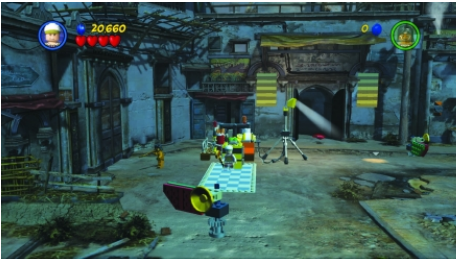


Once you have both characters, enter Cairo through these gates.

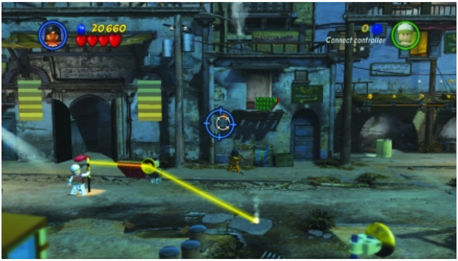
Treasure mode characters: Belloq (Priest), Hovitos Tribesman

True Adventurer stud requirement: 24,000

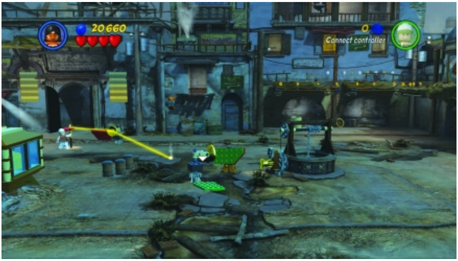
Start off by looking around this level for all the studs you can find in order to earn the True Adventurer award.



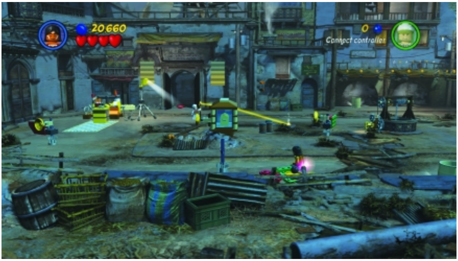
Break a crate on the area’s left side, and assemble the pieces into a device on the checkered tiles. Push it toward the back of the area to start a generator; this activates a light. Move Belloq into the light so that he can use the Staff of Ra to create a light beam.



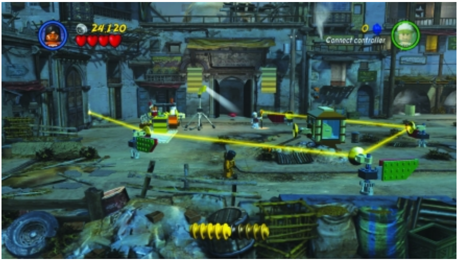
Switch to the Hovitos Tribesman and throw a spear in the hole along the back wall. Jump onto the spear and then to the balcony to pick up a lever handle.



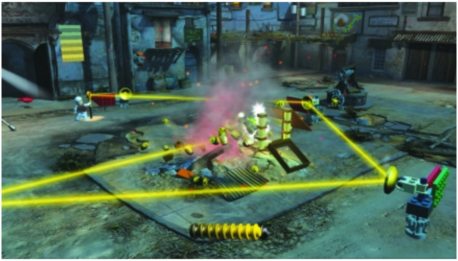
Carry the handle to the green plate near the middle of the area and set it down.



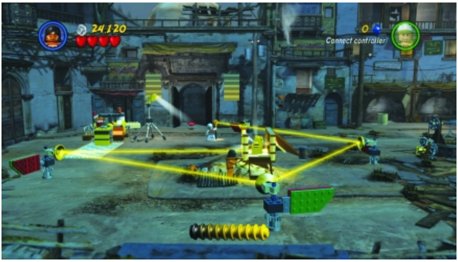
Now break a crate at the near edge of the area, and assemble the pieces into another reflector.



Switch to Belloq and rotate him a bit so the beam is hitting the reflector by the well rather than the reflector closest to him. Adjust the reflector by the well so it directs the beam toward the reflector by the near edge; you must then adjust it to send the light to the reflector on the left.

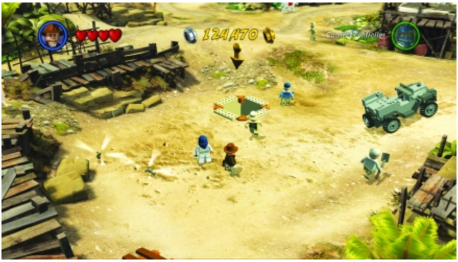


Now adjust the left reflector so that the light beam hits the container where the artifact is located and breaks it open.



Finally, pick up the artifact to complete the level.

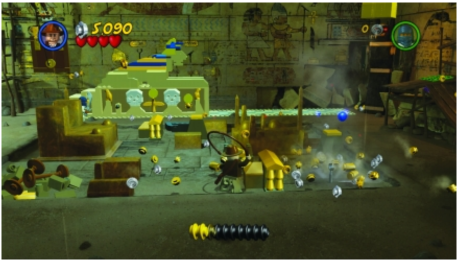
Cryptic Crypt



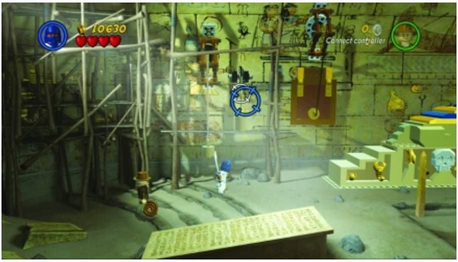
The next Treasure level is out in the desert. Head southeast from Cairo, and then jump down the hole leading to the map room to get started. You will be attacked by Enemy Soldiers in this area. Defeat several of them; then you can purchase this character for 15,000 studs.

Treasure mode characters: Indiana Jones, Masked Bandit

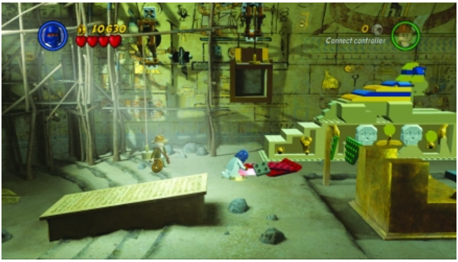
True Adventurer stud requirement: 22,000



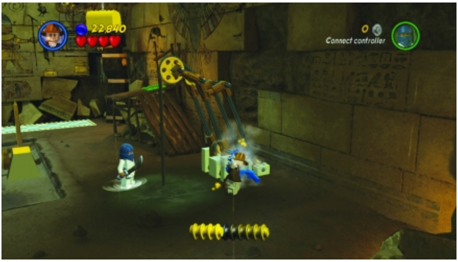
At the start of this level, go around and break everything you can to collect studs. When you break one of the model buildings on the right side, you will find a wrench. Pick it up to use it later. You can also find pieces to assemble to make small vehicles.



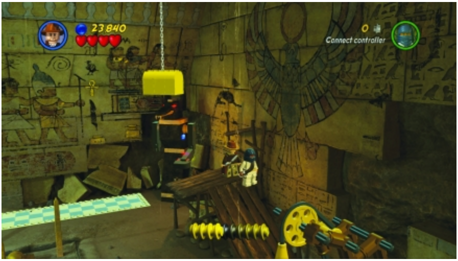
Use the Masked Bandit's sword to cut the rope with a carefully aimed throw.



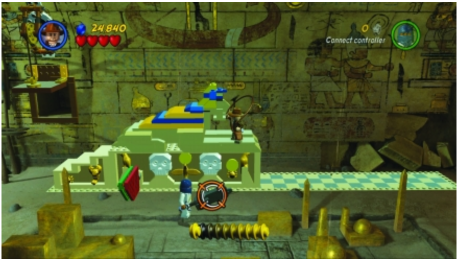
A door in the side of the back wall will open and dump out some pieces. Assemble them to make a push tab on the large statue on the checkered tiles.



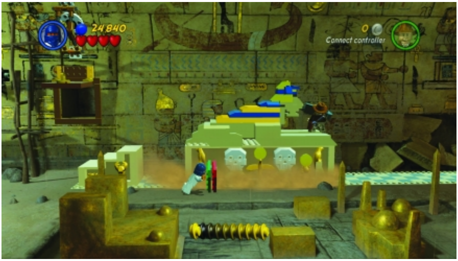
Use the wrench on the winch at the room's far right side. Once you've fixed it, it will raise a crate of parts. Carry it to the green pad at the top of the wooden ramp.



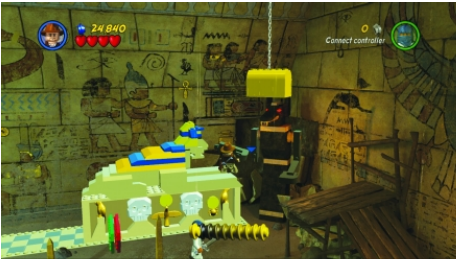
Assemble the pieces to add an arm to the statue in the corner.



Now get Indy onto the front of the large sphinx statue, and use the whip to pull the other arm up from the model city (you can't jump onto the statue while carrying the arm).

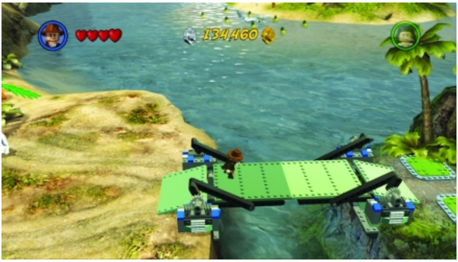


Switch to the Masked Bandit and push the sphinx statue to the right.

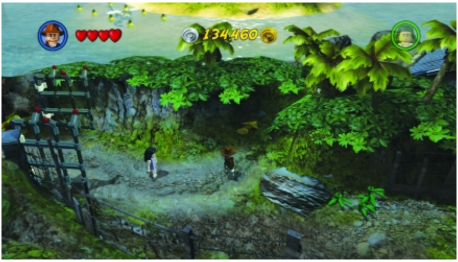


Indy can then place the arm on the statue. The statue will grab on to the large chest hanging from the ceiling and drop it to the ground. Grab the artifact that falls out to complete the level.

Desert Dash

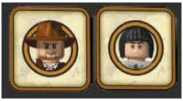


This level takes place on the island where the boat dock is located. Cross over the bridge to reach the island.

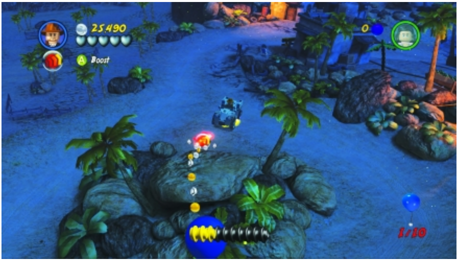


Then enter the level by walking through the gates and into the jungle pathway.

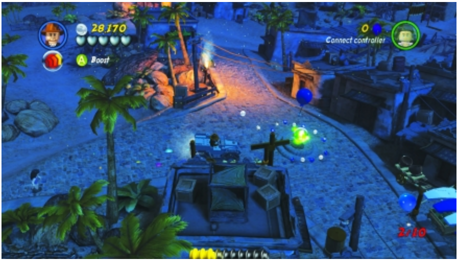
Treasure mode characters: Any



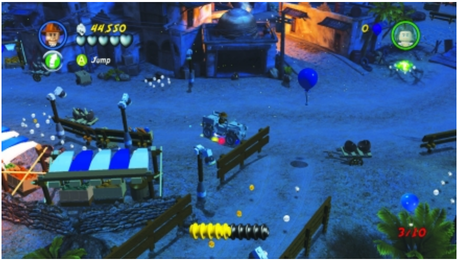
True Adventurer stud requirement: 90,000



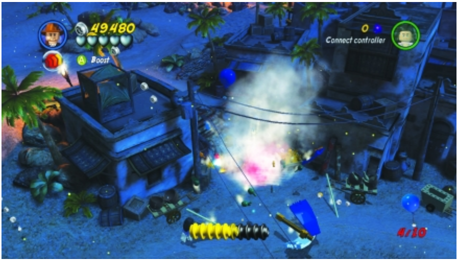
In this driving level, you need to pop ten balloons. Get into one of the jeeps and follow the road southwest toward the town. You will drive under one balloon over the bridge. However, you can't get it yet without a jump boost. Once in the town, drive up this stone ramp, picking up and using the turbo boost as you jump off the ramp, and pop your first balloon.



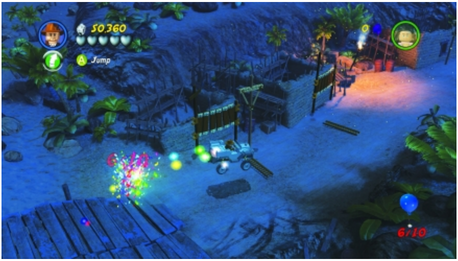
Head east into the center of the town to pop the second balloon and pick up a jump boost.



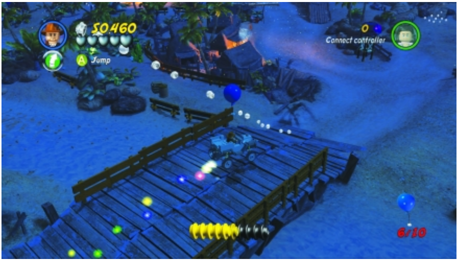
Use the jump boost to hit this balloon at the south end of town.



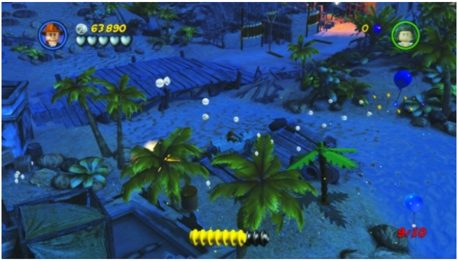
This balloon is in between two buildings in town. Approach it from the northwest and drive southeast to hit a bit of a ramp so you can hop up and pop it.



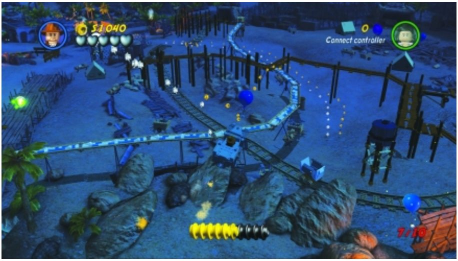
Now head back to the northern bridge out of town, picking up a jump boost along the way. Next, drive across the bridge while jumping right before you get to the balloon. Pop it.



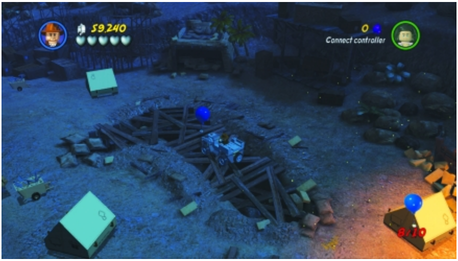
Another balloon is floating over the southern bridge out of town. Pop it the same way as the previous one.



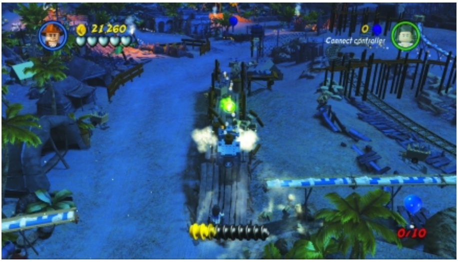
You can pop the next balloon by driving through the center of town and then heading east to hit this ramp located just south of the northern bridge. You don’t need to jump—just drive off the ramp at a fast speed to pop this balloon.



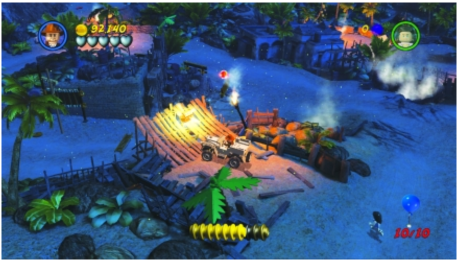
As you are northeast out of town across the southern bridge, veer off to the right a bit so you can jump off these rocks; pop the balloon as you head into the dig site.



This balloon is located in the northeastern corner of the dig site.

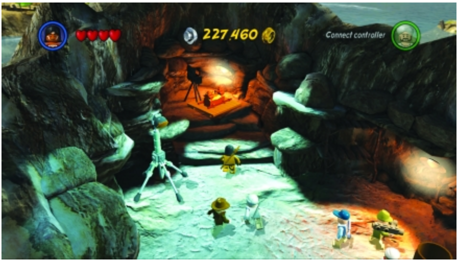


The last balloon is along the southern road. Drive northeast up this scaffolding, pick up the jump boost, and jump to pop the balloon.



Finally, grab the artifact off this ramp just to the west of the dig site to complete the level.

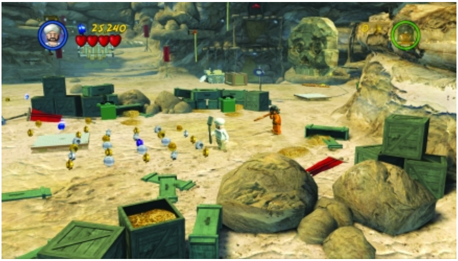
Buildozer



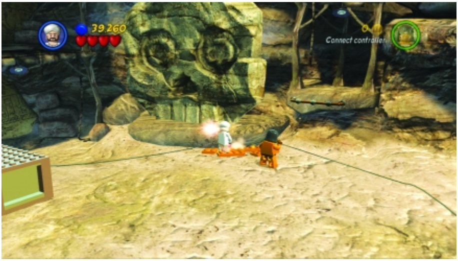
Make your way to the island, where the ark was opened with the correct characters. You will need Sallah and the Hovitos Tribesman. Walk toward the ark to start the level.

Treasure mode characters: Sallah, Hovitos Tribesman

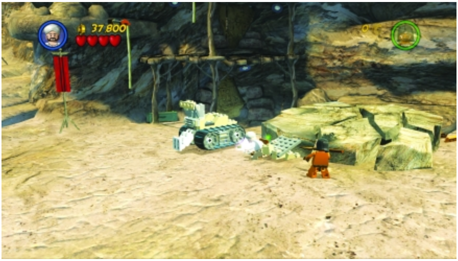
True Adventurer stud requirement: 43,000



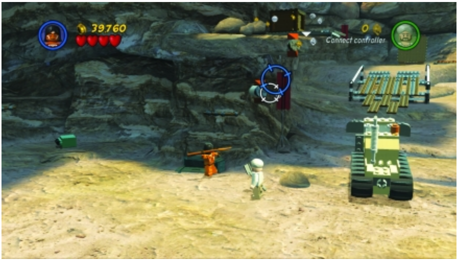
You start out atop a wooden platform. Pick up the studs near your spot; then get down and move around the area to find all the studs you can. Some studs are grouped together. Hit the green boxes with the spear to break them open.



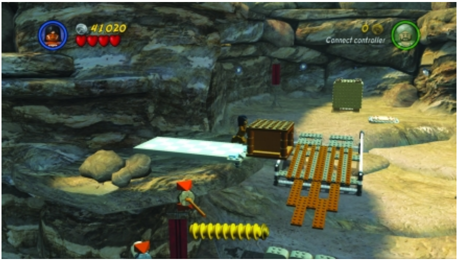
Now use Sallah to dig by the large stone skull. As it starts to fall, jump to the right so you don't get smashed.



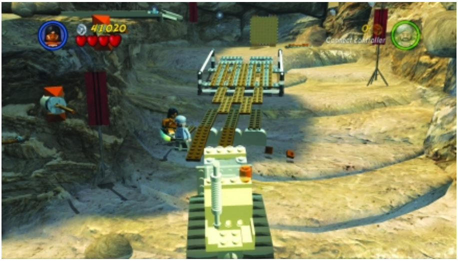
The stone skull breaks open a crate. Use the pieces to fix up the bulldozer, and then have Sallah drive it toward the center of the area.



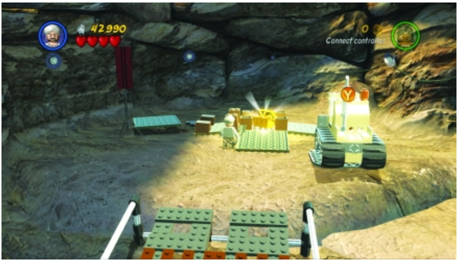
The bulldozer can't make it onto the ramp until you add more pieces to it. Use the Hovitos Tribesman to throw spears at the two holes on the stone to the ramp's left. Then jump up to the handrail and onto the top using the two spears along the way.



Push the crate along the checkered tiles and off the stone platform. It breaks as it hits the ground.



Assemble the pieces to the ramp's end to create a path for the bulldozer.

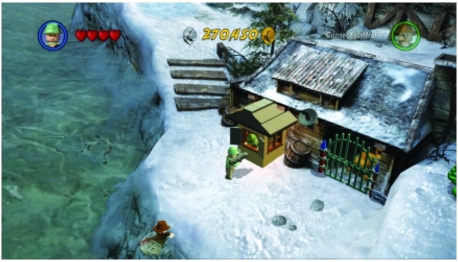


Drive the bulldozer onto the pressure pad to open a large crate and reveal the artifact. Grab it to complete the level.

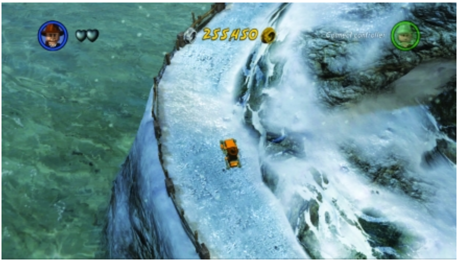
Bonus Levels

There are five bonus levels. Complete each to earn an artifact.

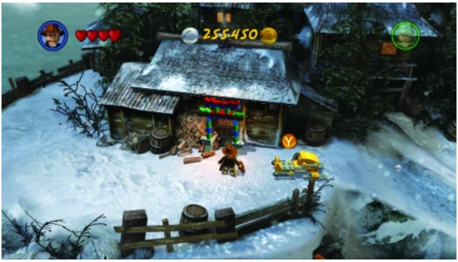
Mountain Shack



This bonus level is in Nepal. Head south to this house with the Bazooka Soldier. Go to the security post. When the guard sees your character's uniform, he will open the locked gate so you can get the snowmobile.



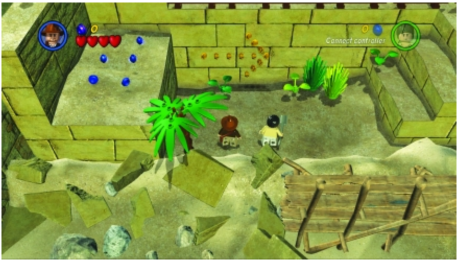
Purchase the snowmobile for 15,000 studs and climb aboard. Head up the icy trail to the north along this island's western side.



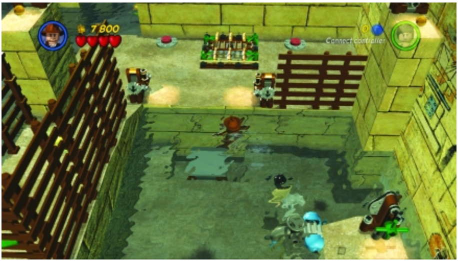
At the top of the hill, hop off and walk into the shack to start the level.

Bonus level characters: Indiana Jones, Satipo

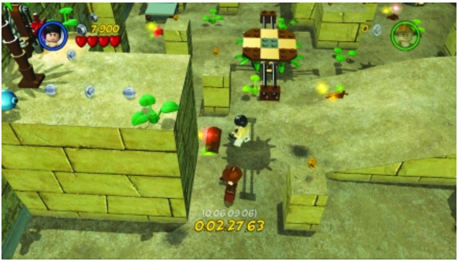
True Adventurer stud requirement: 51,000



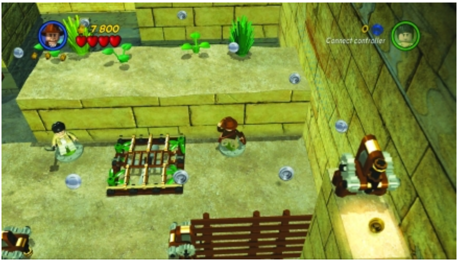
This bonus level can be tricky but is not too tough. Grab some studs where you begin, before heading up the steps. Walk into the gap between the steps and the wall closest to the camera to find some hidden blue studs.



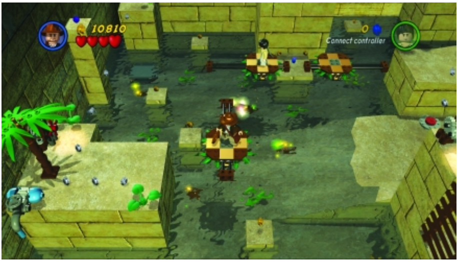
Head up the steps and turn the red wheel to flood the level a bit. Now swim across to the next stone walkway, and pull both levers to activate an elevator platform. Now swim back to the wheel, which is now green, and turn to drain the water.



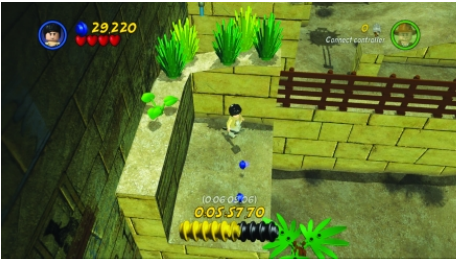
Next, head back to the levers, using the elevator platform to get up to the higher level, and then head left into the larger area. To find some studs, use Satipo's shovel to dig up the chests buried in the floor. Also look in all the corners and narrow passages for hidden, high-value studs.



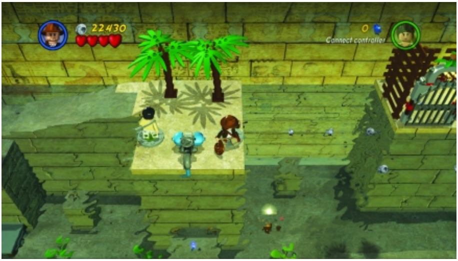
Once you have everything on the lower level, head back to the wheel, which is once again red, and turn it to flood the area. Swim around the main area, picking up studs located on the tops of pillars, which are almost completely submerged. Next, stand on the two pressure switches to start a fan blowing; this will take you up to the adjacent platform.



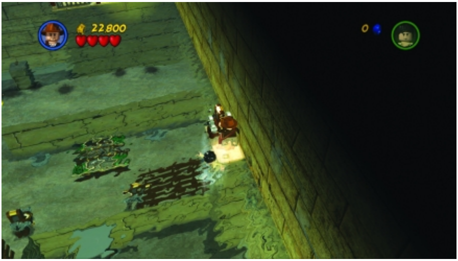
Jump to a moving platform; then make your way across two more of these moving platforms to reach another stone platform with a red wheel. Turn it to flood the room some more.



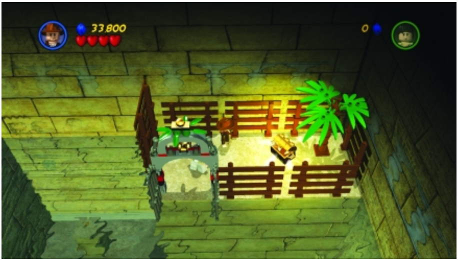
To get the blue studs in the close, left corner, send one character swimming over to this area while the other uses the wheel along the left wall to pump out water. Once you have the blue studs, flood the chamber again by turning the wheel.



Now swim across to the platform in the center of the far wall, and step on the pressure switches to flood the chamber to its highest level. Swim around to pick up some studs from atop the highest pillars. You can also jump from the water tap onto the palm tree to collect a purple stud.

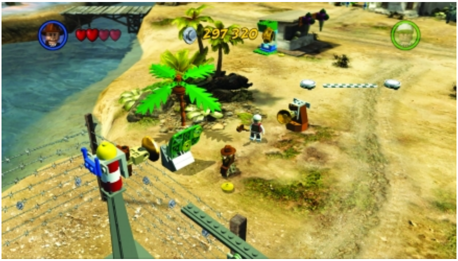


Next, swim to the middle and the right side to pull on levers that open the gate to the area in the far right corner.

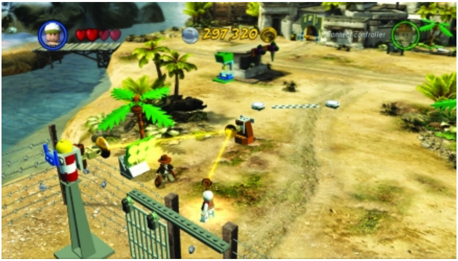


Finally, swim to the far right corner and grab the artifact to complete the level.

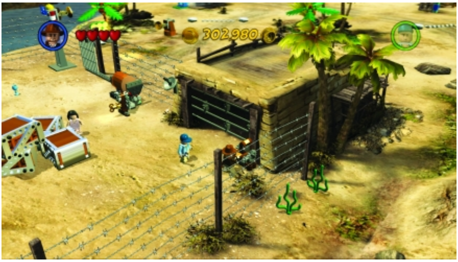
Airstrip Hangar



The airport hangar is to the south of Cairo. To get into the hangar, you must collect light reflectors and place them on the green pad. Some are near the pad, one is in a golden statue by the ice-cream stand, and the last is to the right and appears when you hit another golden statue.



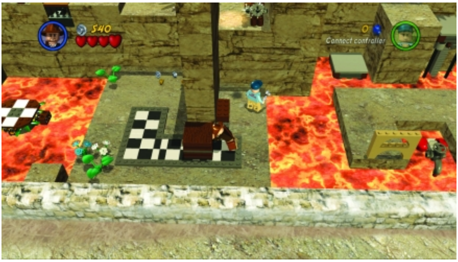
Once there are six reflectors on the pad, use Belloq's Staff of Ra to create a beam of light. Aim at the northern reflector to open the gate to the airstrip.



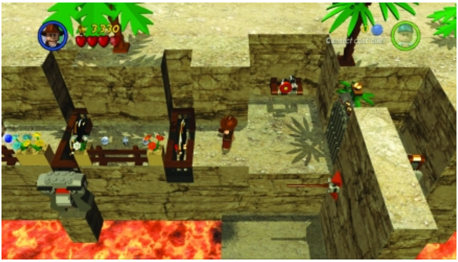
Enter the airstrip and fight off a few enemies. Next, pull the lever to the hangar's right to open the door. Enter the hangar to begin the level.

Bonus level characters: Indiana Jones, Jock

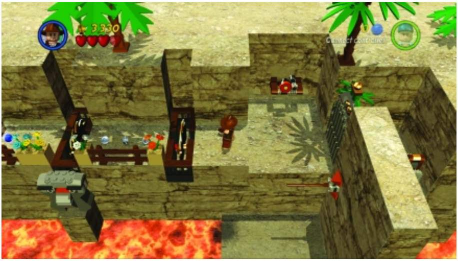
True Adventurer stud requirement: 7,000



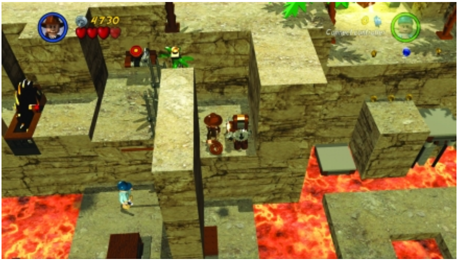
Start off this level by jumping across the lava to the area on the left. Push a crate to the left along a checkered tile path.



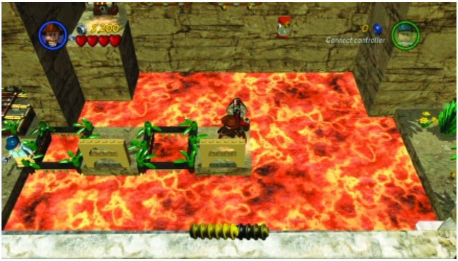
Jump across the next pool of lava using the two moving platforms—watching out for the shots fired from the statue head. Get to the far left side and use the whip to grab the spear up in an alcove toward the back of the level.



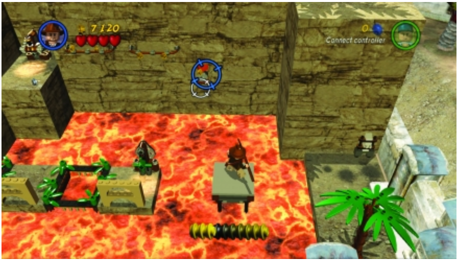
Get back to the other side of the lava pool, and jump onto the crate. Throw the spear into the hole in the wall, and jump up to it to reach the upper level. Jump over two large saw blades when they descend into the platform. Pick up a pistol from the crate at the far left side of this upper level.



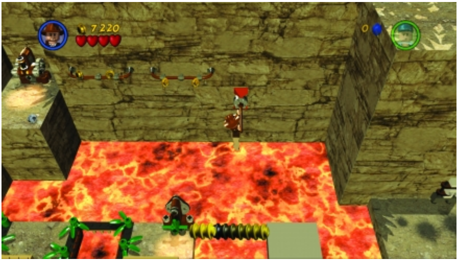
Get back across the saw blades and fire the pistol at the target to open the gate on the right. Next, walk through the opening to pull a lever, which activates an elevator platform in the level's middle.



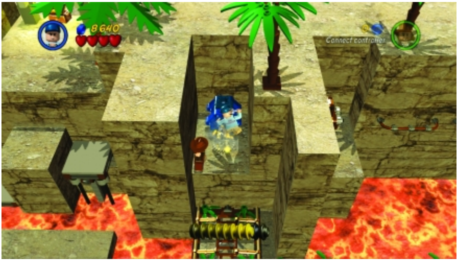
Hop back down and head right, past where you started, to the far right lava pool. Jump across some traps, which will drop you into the lava. Get to the red wheel and turn it to raise a platform to the right.



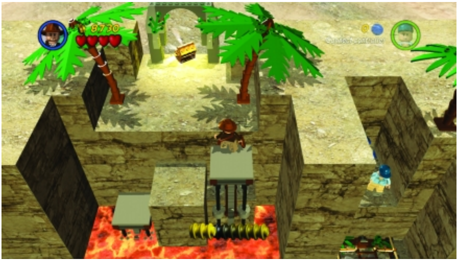
Jump over to this platform and then to the area along the right wall to pick up a spear. Jump back to the platform and throw the spear at the hole in the wall.



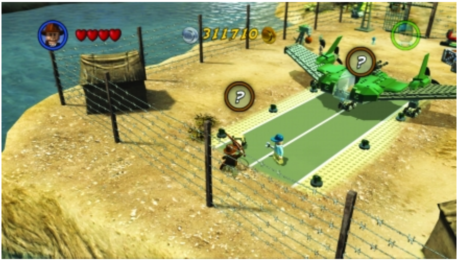
Jump over to the spear and grab on to it. Then jump to the handrails to make your way to the stone platform, where you must pull a lever to activate a fan.



Switch to Jock and use the fan to float to an alcove where a motor is located. Fix it with the wrench to activate another elevator platform in the center of the level.



Finally, move to the center of the level and jump across to the lower elevator platform. Make your way up onto the next platforms so you can reach the artifact and complete this level.



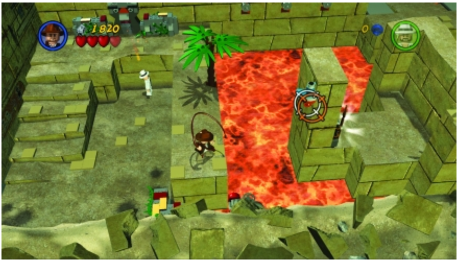
After exiting the hangar, several Enemy Officers with grenades will attack you. Fight them off and then you can purchase the Enemy Officer character for 25,000 studs.

Hovitos Temple

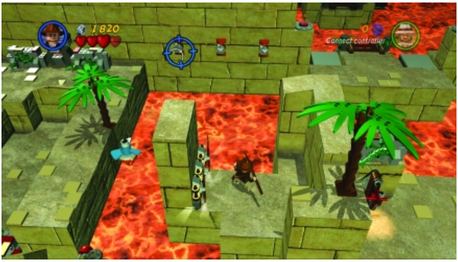
This bonus level is located on Hovitos Island. From Cairo, head east and then swim in a northeastern direction to reach this island. You will need the Bazooka Soldier to blow up the silver rocks that block the opening of a cave. Enter the temple to begin the level.

Bonus level characters: Indiana Jones, Sallah

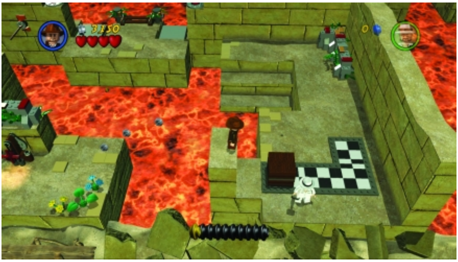
True Adventurer stud requirement: 50,000



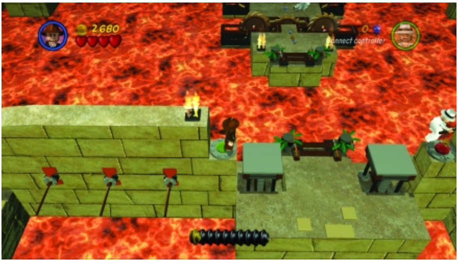
This is actually a fairly large bonus level. Start off by smashing things for studs, then head up the steps past the statue that fires shots at you to this position (shown in the screenshot). Use the whip to swing across the lava.



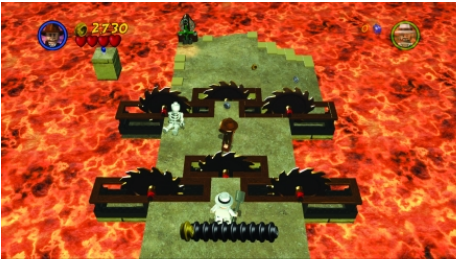
Pick up some spears, and throw them at the three holes in the wall. Use your whip to swing back across the lava, then jump from spear to spear to reach the right side.



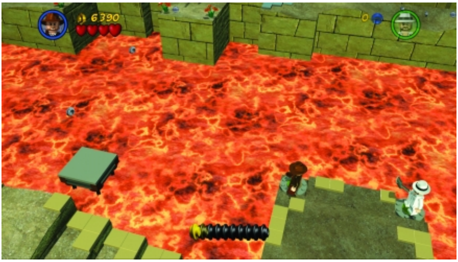
Walk around toward the camera, and have Sallah dig up and then repair the checkered tiles so you can push the crate to the left. Climb onto the crate and jump up to the left. From there, jump across to a red wheel and turn it to raise a platform in the middle of the lava. Jump across to this platform and then to the walkway toward the back of the level.



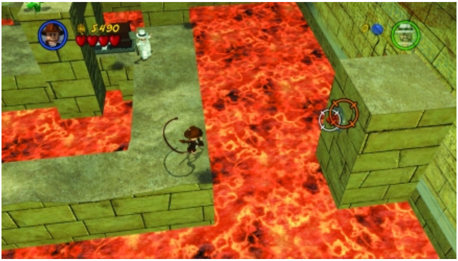
Step onto two pressure switches to raise a long platform. This allows you to advance away from the camera.



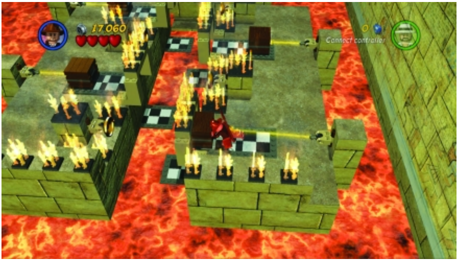
Make your way past six saw blades: Time it so you're jumping over them while they are low. Next, turn the green wheel at the platform's far end to lower the level of the lava.



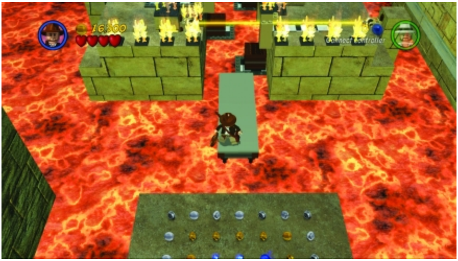
Head to the left, and step on two more pressure switches to raise some platforms in the lava. Use these platforms to advance farther away from the camera. You will have to fight a Hovitos Tribesman when you reach the stone walkway. Follow the path to the right and away from the camera to defeat another Hovitos Tribesman.



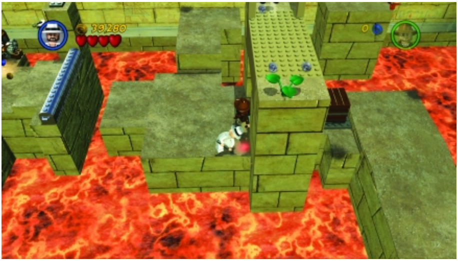
Now jump across a series of stone platforms to pick up studs and eventually reach the larger platform.



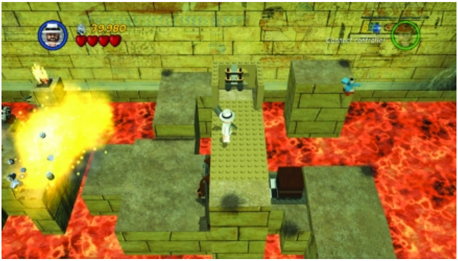
Push four crates along checkered tiles so they drop down and stop blocking beams of light.



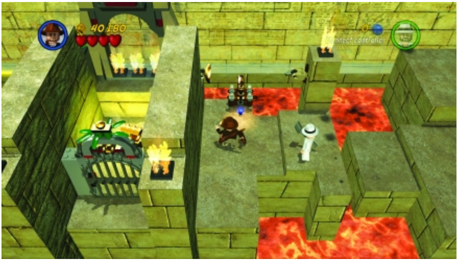
This will raise a rectangular platform that leads to a large cache of studs of all colors.



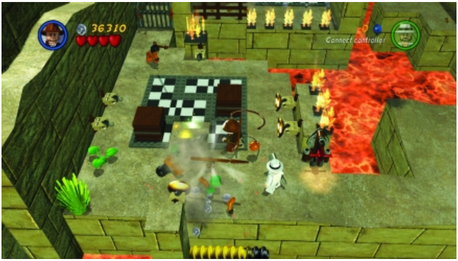
Head back to the level's far end, where you pulled on orange handles, and move the crate to the right. Have Sallah dig at the illuminated ground, and then assemble a ladder from the pieces he finds.



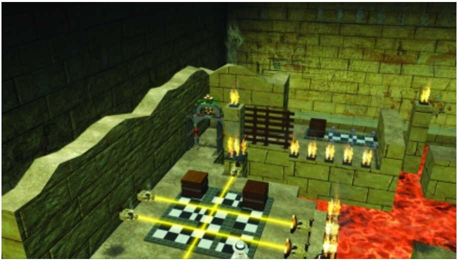
Climb up the ladder, grab some explosives from a rack on the far wall, and throw the explosives at the silver chests to get them out of your way.



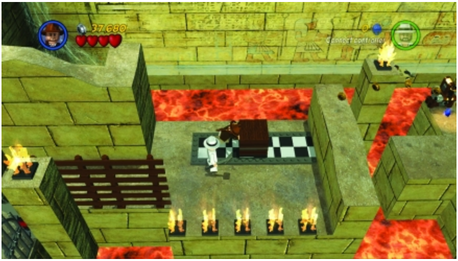
Jump across to the left, and pull a lever to open the gate leading to the artifact and raise some platforms leading back to the long walkway.



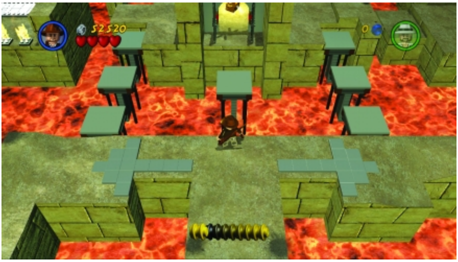
Head left along the walkway and continue to the end. Defeat several Hovitos, and then move the crates along the checkered tiles so they are both in the opposite far corners of this puzzle.



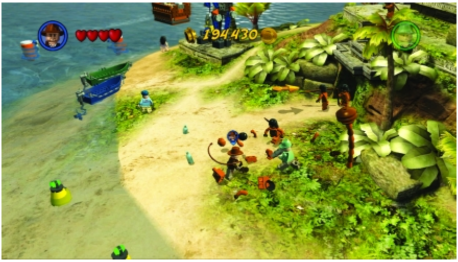
Pull the lever to the right of the tiles to activate light beams that will open a gate at the level's far left corner. Before heading to the gate, go to the far left side and jump toward the camera onto a stone platform. Keep jumping across to more platforms toward the camera to pick up lots of studs; then head back to the gate you opened.



Head through the gate and push a crate to the right. Jump onto the crate then onto the stone wall, and then over to a lever. Pull the lever to raise three platforms nearby.

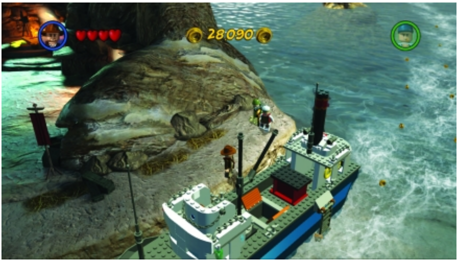


Jump across the platforms to get back to the long walkway, then jump over to a platform in the center and on through the open gate to grab the artifact and complete the level.



As you exit the cave, Hovitos will attack. Keep fighting them off and you will eventually be able to purchase the Hovitos Tribesman for 30,000 studs.

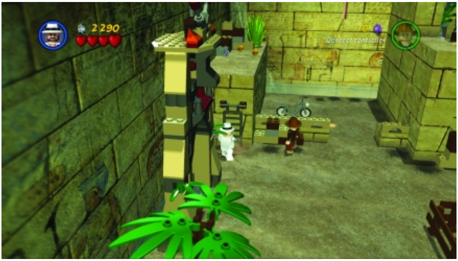
Bantu Wind



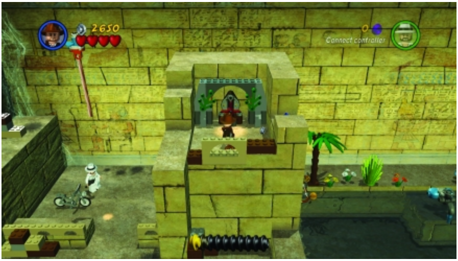
This level requires you to travel to the island where the ark is located. Walk over to the freighter and enter the hold to start.

Bonus level characters: Indiana Jones, Sallah

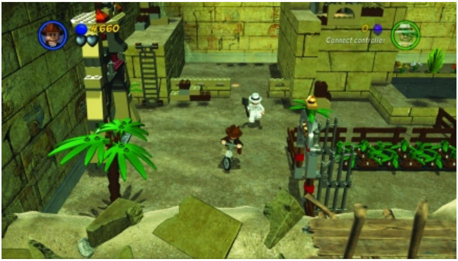
True Adventurer stud requirement: 22,000



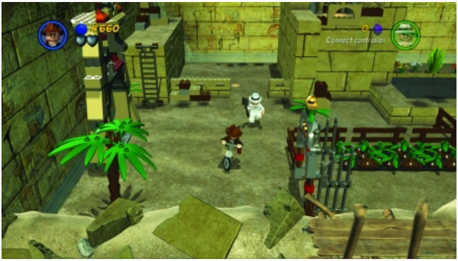
Start off by having Sallah dig up a ladder along the left wall. Climb to the top of this stone platform.



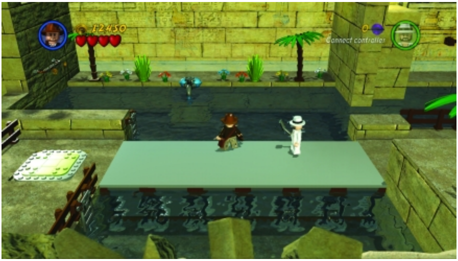
Now swing across using Indy's rope to reach this platform. Here you must turn a wheel that opens a gate.



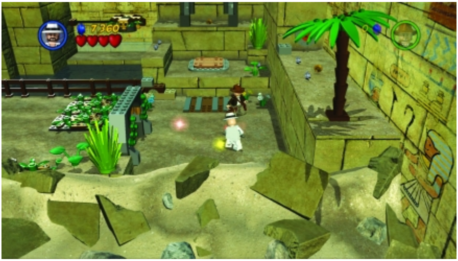
Jump down and climb onto a bicycle. Ride it through the now-open gate and onto a pressure plate. This raises a long platform across the water. Stay away from the garden beds; if you walk on them, spikes will rise and stick you.



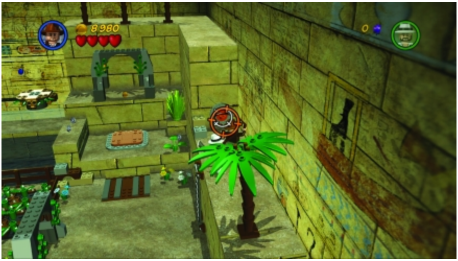
Swim across the water to the back of the level to smash some plants and pick up some studs. Then get back onto the platform and head to the right.



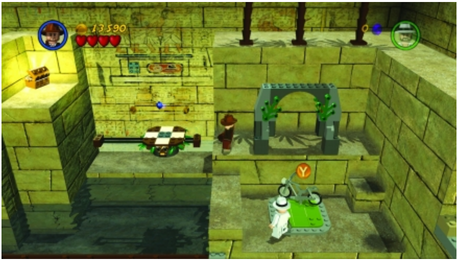
Continue through the booby-trapped gardens, and have Sallah dig up another ladder here.



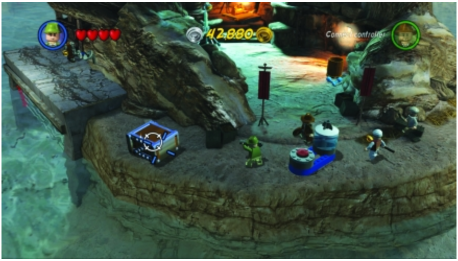
Switch back to Indy. Climb the ladder so you can use the whip to pull on an orange handle to raise a ramp. Go back to get the bicycle and ride it over to the right side. Park it on the pressure pad to start a platform moving back and forth.



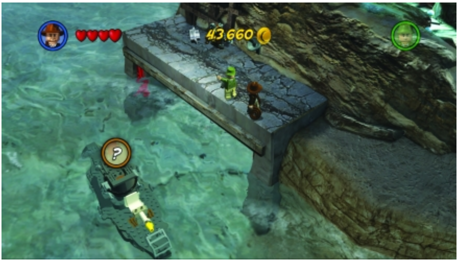
Jump across to the platform, ride it to the left, and jump up to get the artifact and complete the level.



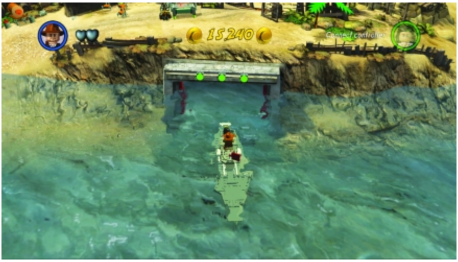
Submarine Base



While still on the island with the ark, use either the Bazooka Soldier or Colonel Dietrich (whom you can unlock for 50,000 studs) to blow up the silver crate. Pick up the key, insert it into the mechanism over the submarine pen, and turn the key to open the gate.

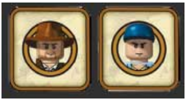


You can now purchase U-Boat 26 for 30,000 studs.

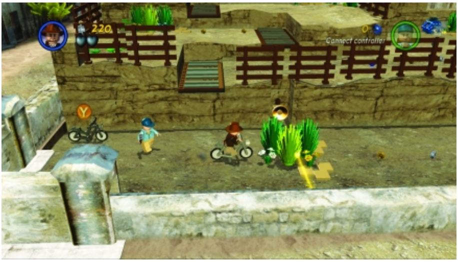


Climb aboard the sub and sail toward the main island. As you approach the sub pen gate, it will open automatically. Sail right in to start the level.

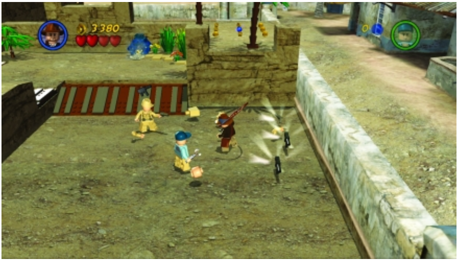
Bonus level characters: Indiana Jones, Jock



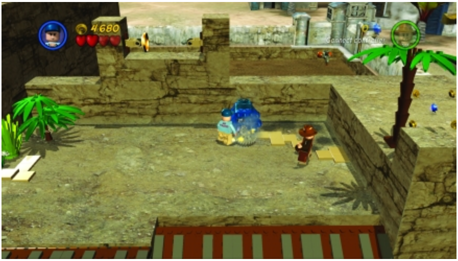
True Adventurer stud requirement: 15,000



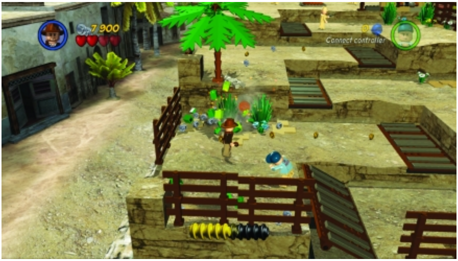
To begin with, hop onto a bicycle and ride it to the right, crashing through plants to collect some studs. Breaking the plants will also allow the reflectors to activate and raise ramps that lead to the top of the level.



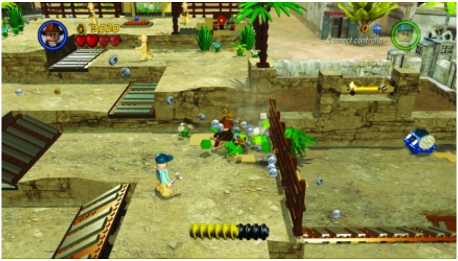
When you run into some enemy soldiers, get off the bike and hit them with your whip. Try to pick up a machine gun to use against them.



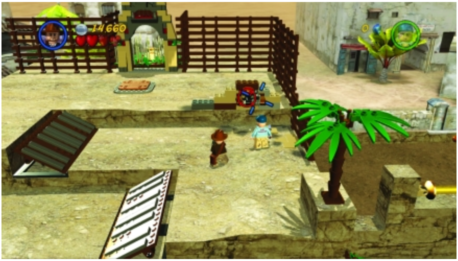
Once the fight is over, use Jock and his wrench to fix the blue motor and raise some ramps in the area. Jump onto the motor and head to the right to pick up some studs.



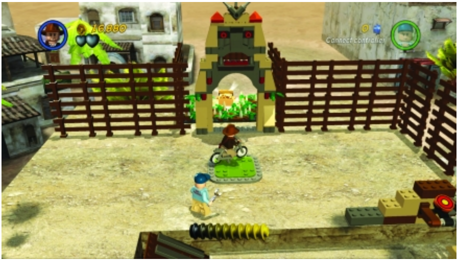
Head to the left and smash some plants to collect studs and reveal an orange handle. Pull on it with your whip to raise some more ramps.



Continue toward the rear of the level, and engage the three Enemy Soldiers waiting for you.

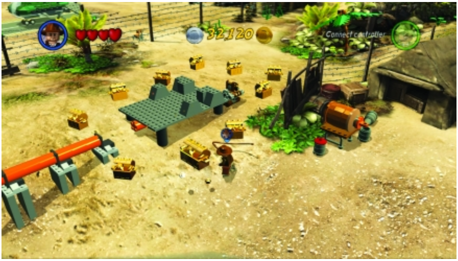


After defeating your foes, use a machine gun or pistol to shoot at the target to raise the final set of ramps.

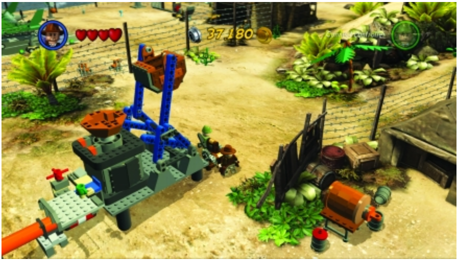


Go back and get a bicycle. Ride it through the level and up all the ramps to reach the pressure plate. When you ride over it, the spikes protecting the artifact will lower, allowing you to get it and finish the level.

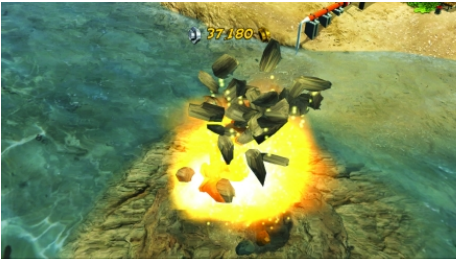
Super Bonus Level: Lost World



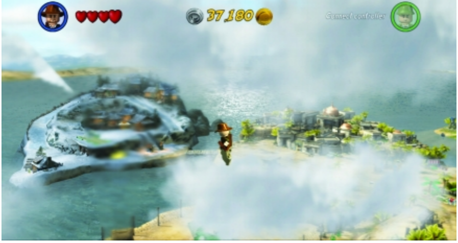
Make your way to the ten artifacts by the airstrip and break them open.



Assemble all the pieces into a giant steam pump. Pull the lever to dump a large bucket of coal into the furnace to build up pressure.



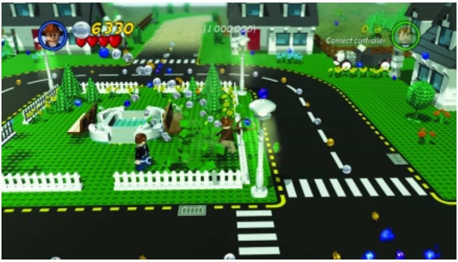
The air will blow the top off a small volcanic island offshore.



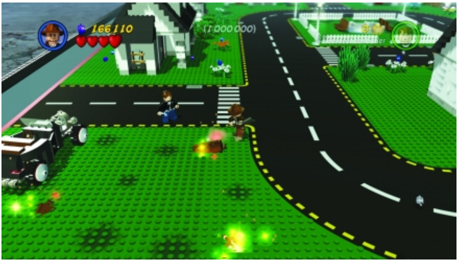
Swim out to the island. When you reach the middle of the crater, the island will blow you straight up into the sky to the super bonus level.

Super Bonus level characters: Indiana Jones, Mutt

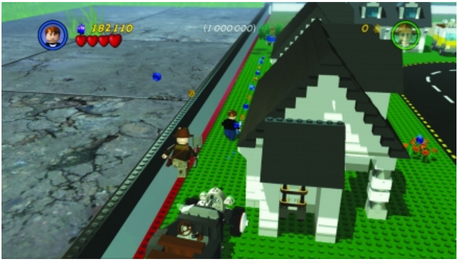
True Adventurer stud requirement: 1,000,000



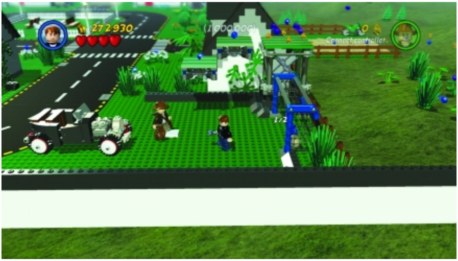
This super bonus level is like most of the others. You are in a town filled with studs and must collect 1,000,000 to complete the level.



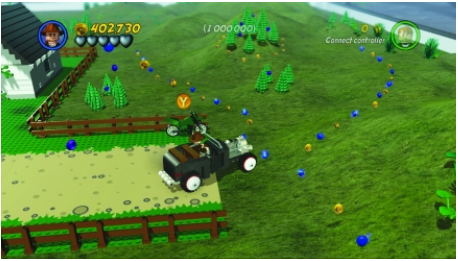
Find a vehicle and clear out this area; then pick up a shovel from a house in the near left corner, and dig up some crates.



Also look behind houses for long lines of studs.



Kick two balls into the soccer goal to lower platforms by the house; then jump up and get a bunch of studs.



After clearing out the town, head out into the grassy hills and follow the trails of studs as you smash trees.

New best time
0:10:16.24

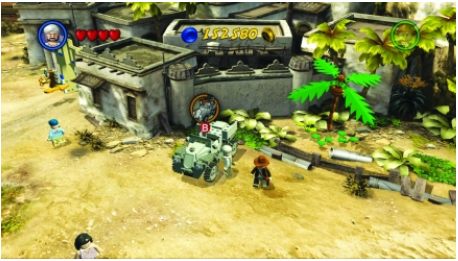
Once you collect 1,000,000 studs, you complete the level.

Events

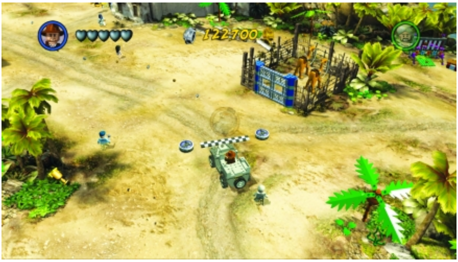
This play set, like the rest, has several different events in addition to the Story mode, Treasure mode, and bonus levels. You must complete some of these events to access those levels, and you must complete all of them if you want to score 100 percent.

Jeep Race

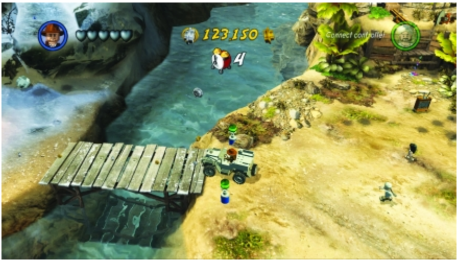
Reward: Unlock Bazooka Trooper (Raiders)



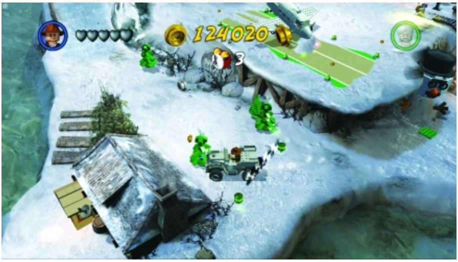
The army jeep is stuck in the sand just outside the gate into Cairo. Sallah can dig it out with his shovel; you can then purchase it for 30,000 studs.



Drive the jeep toward the camel corral to start the race. Next, drive northwest through the starting gate.



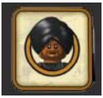
Drive past Cairo and across the bridge to Nepal.

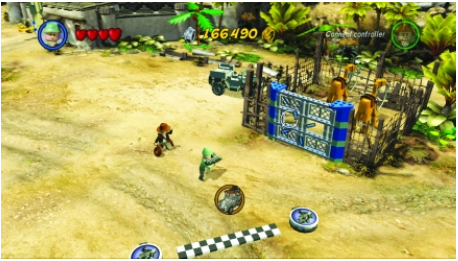


Finally, drive east to pass through the finish line near the small house at the southern end of Nepal. Once you have completed the race, head up to Cafe Raven, and you can purchase the Bazooka Trooper character after defeating him.

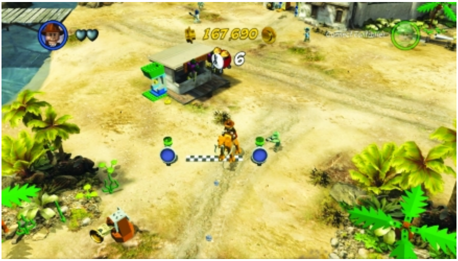
Camel Race

Reward: Unlock Bandit Swordsman

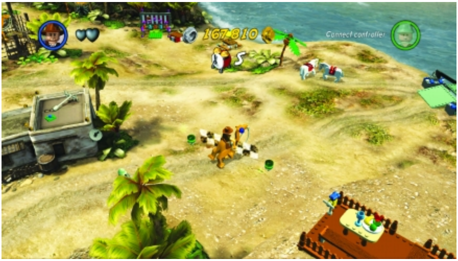




You need to open the camel corral in order to compete in this race. Crash into it with a car or use the Bazooka Trooper to blast open the gate, and then climb onto a camel.



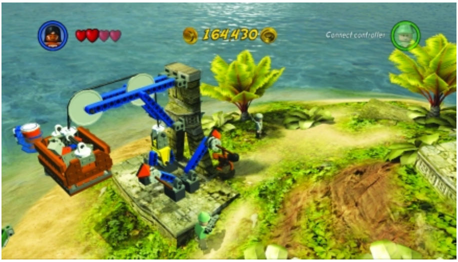
The starting gate is south of the ice-cream stand. Head south, following the trail of studs.



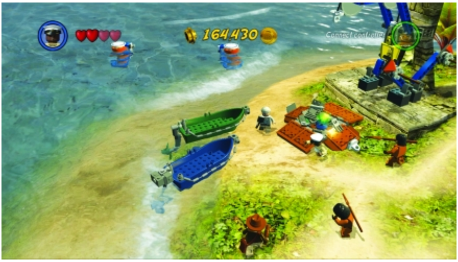
Turn east and pass though the remainder of the gates until you reach the finish line. Defeat the Bandit Swordsman using the Masked Bandit and his sword. You can now purchase the Bandit Swordsman for 27,000 studs.

Speedboat Race

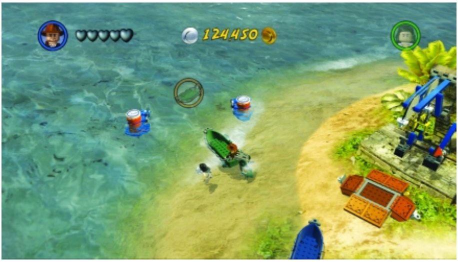
Reward : Unlock Satipo



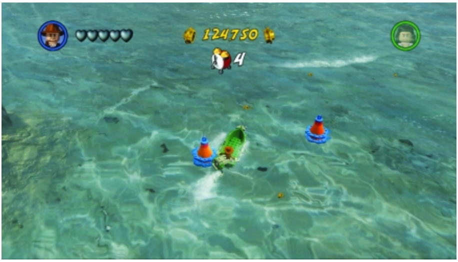
This race starts off by going to the Hovitos Island. Use a Hovitos Tribesman to throw spears into the two holes on the crane; then jump up and pull on them.



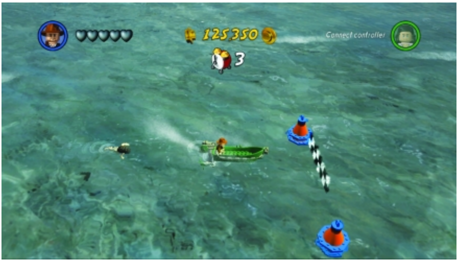
A crate of parts will drop to the ground. Use the parts to build the Green and Blue Speedboats, which you can purchase for 20,000 studs each.



The starting gate is right near the island. Sail northwest through the second gate, and head west to find the third gate.



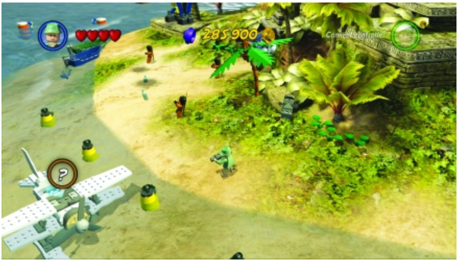
At this gate, turn right and start heading back toward the east.



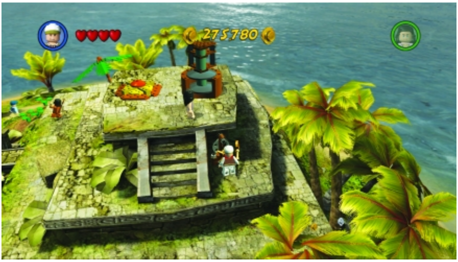
Keep your speed up and pass through the finish line to unlock Satipo. You can purchase him for 25,000 studs.

Biplane Race

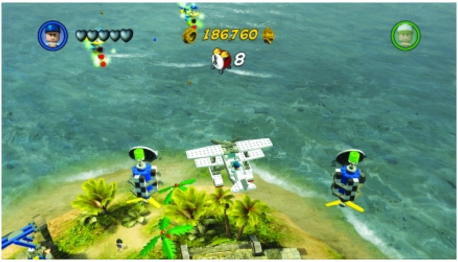
Reward: Unlock Captain Katanga



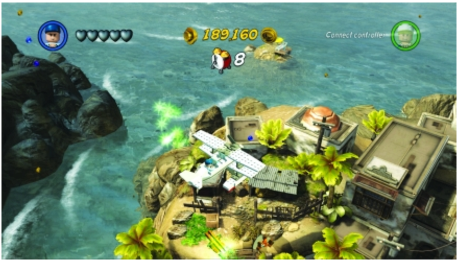
The Biplane is also located at Hovitos Island. Use the Bazooka Trooper to blow up the chains locking down the plane; then purchase it for 100,000 studs.



Before you can start the race, you must find the starting gate. Turn the wheel on the temple until the platforms on the rotator atop the temple are directly over the cutout at the base. Then jump onto the platforms to lower the rotator into the temple. Blow a hole in the temple's top (when you jump on the rotator platform, it acts as a plunger, and a powerful burst of air from inside blows a hole in the roof) as the starting gate soars up into the sky.



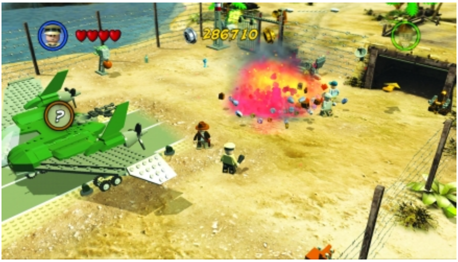
Hop into the Biplane and fly north through the starting gate. Follow the gates to the west.



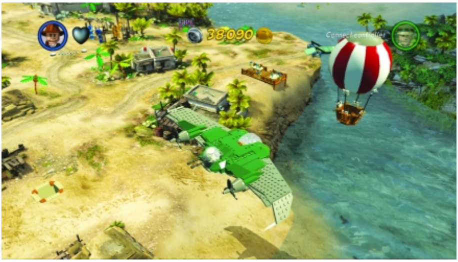
Keep following the trail of studs to the finish line, which is located over Cairo. You can then purchase Captain Katanga back on Hovitos Island for 25,000 studs.

Balloon Shoot

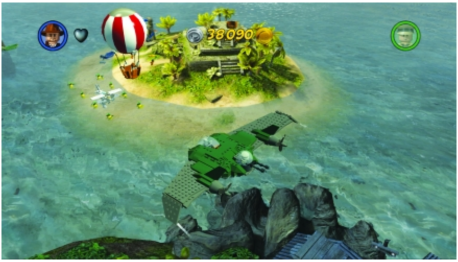
Reward: Unlock Enemy Boxer



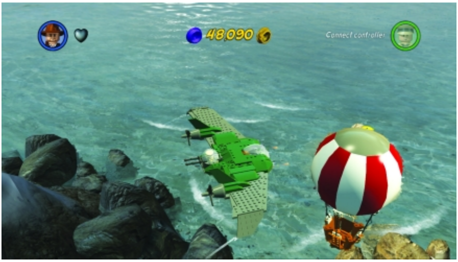
This event begins at the airstrip. When you return, you will be attacked by Enemy Officers with grenades. Defeat them, and then you can purchase the Enemy Officer for 25,000 studs. Next, jump onto the flying wing and purchase it for 250,000 studs.



In this event, you must shoot down five balloons. Take off and quickly shoot or crash the plane into the balloon that appears in front of the aircraft. Then turn and fly northeast toward Hovitos Island to take down the second balloon.



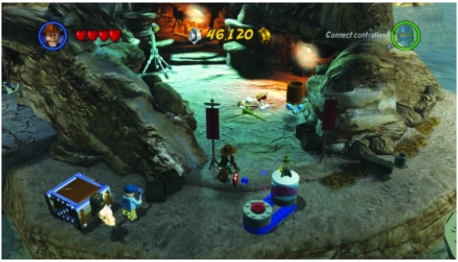
The third balloon is near Hovitos Island, and the fourth is farther to the west.



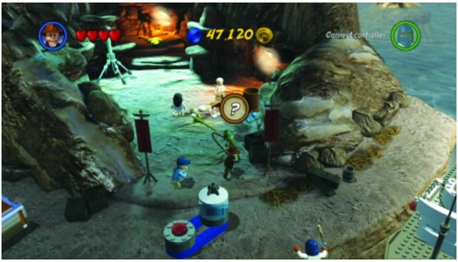
Take down the fifth and final balloon near the bridge leading to Nepal. Once you've destroyed all the balloons, head back to the airstrip and parachute down to defeat the Enemy Boxer. You can then purchase this character for 20,000 studs.

Other Unlockable Vehicles and Characters

Colonel Dietrich

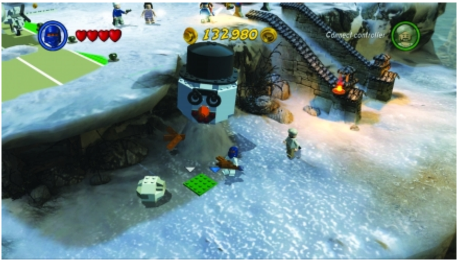


Colonel Dietrich is located on the island with the ark. Break open a crate and then assemble the pieces to make a pump. Stand on the pressure switch to inflate a small figure like a balloon; this creates Colonel Dietrich.

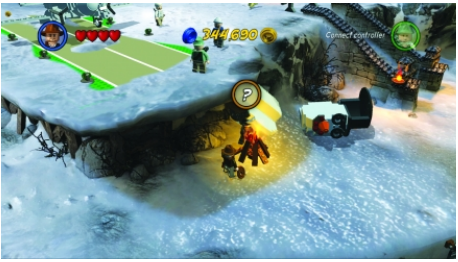


Now defeat the colonel so you can purchase him for 75,000 studs.

Major Toht

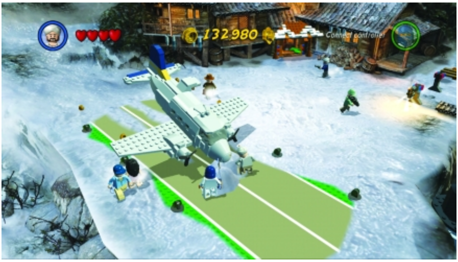


Locate the giant snowman head in Nepal. Break off the snowman's wooden arms and place the pieces on the green pad. Next, reassemble them into a campfire.



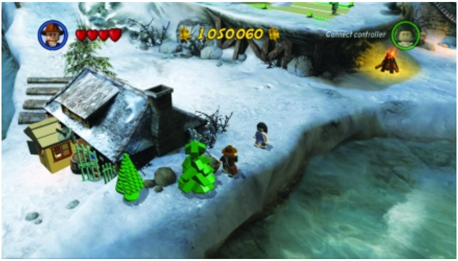
Pick up the torch at the top of the stairs leading up to Cafe Raven; use the torch to light the fire. The snowman head will melt, and out will emerge Major Toht. Defeat him and then purchase his character for 50,000 studs.

Passenger Jet

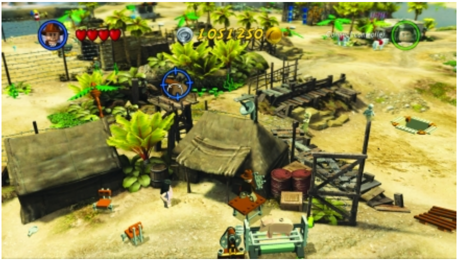


The Passenger Jet is located on the landing strip by the bar in Nepal. Use Sallah to dig it out of the snowbank; then you can purchase it for 100,000 studs.

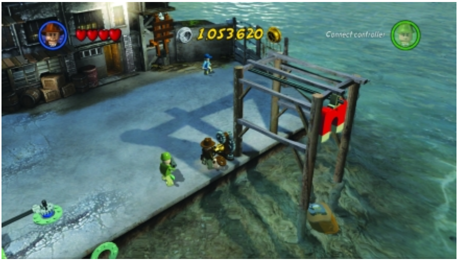
The Colored Bricks



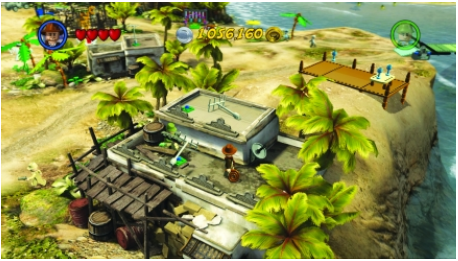
All of the green bricks are located in Nepal. Hit these green trees to release the bricks. When you have all ten bricks, you can then purchase the Poo Money extra for 60,000 studs.



Red bricks are located in these barrels all over the play set. Pull on or break the barrels to get the red bricks. Collect all ten to unlock the Score x3 extra for 2,000,000 studs.

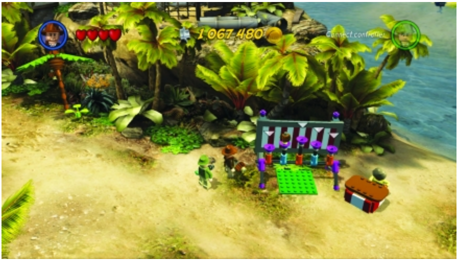


Some of the barrels can be tough to find, such as the one by the dock. You must turn a key in a mechanism to pull a barrel out of the water.

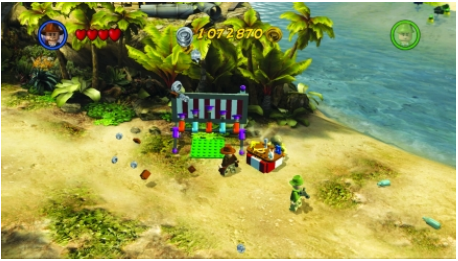


The blue bricks are hidden in satellite dishes throughout the play set. They can be found on the rooftops or walls of buildings. Smash the dishes to get the blue bricks. Once you have found all ten, you can unlock the Fast Build extra for 500,000 studs.

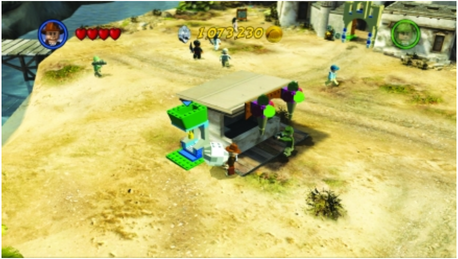
Other Fun Stuff



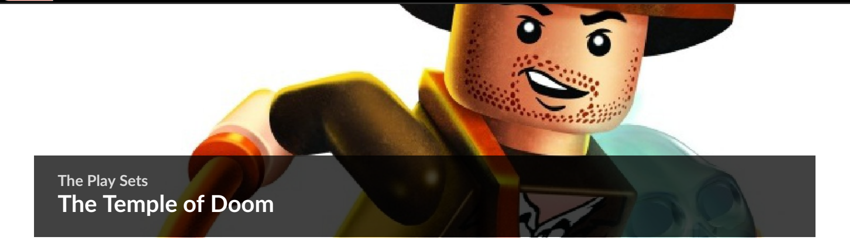
At this stand on the coast, across from the Hovitos Island, collect coconuts and place them on the purple cups.



Then throw bottles of water at the coconuts to knock them off. The man nearby will then place objects on his table for you to pick up. They include a laser gun and a lightsaber!



Also try carrying this giant snowball from Nepal to the ice-cream stand south of Cairo. Place it in the hopper at the top, and you can then get ice-cream cones. Next, throw the cones at the two large cones above the counter to rotate them around and they will start blinking.

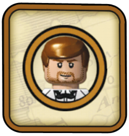
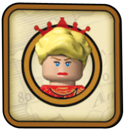
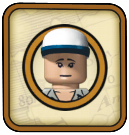
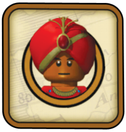


The Play Sets

The Temple of Doom

Checklists

Characters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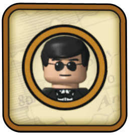	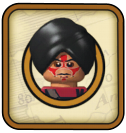	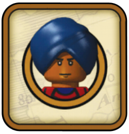	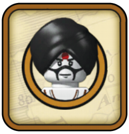
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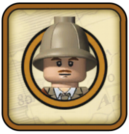
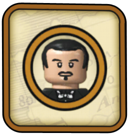
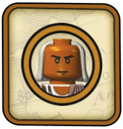
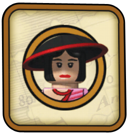
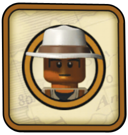
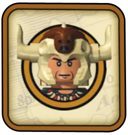
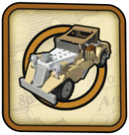
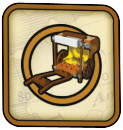
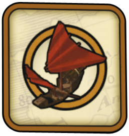
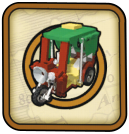
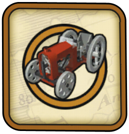
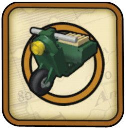
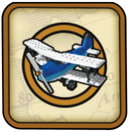
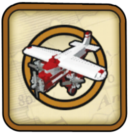
			
British Commander	Lao Che	Village Elder	Dancing Girl
			
Indian Farmer	Mola Ram		

Vehicles		
		
Short Round's Car	Rickshaw	Junk Boat
		
Tuk Tuk	Tractor	Scooter
		
Stunt Plane	Lao Che's Plane	

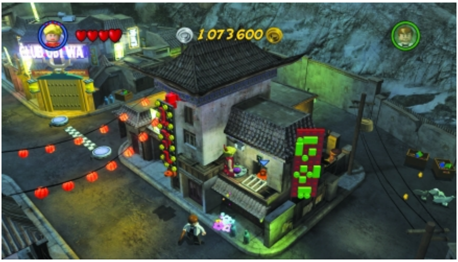
Lao Chase

Indy traveled to Shanghai to obtain a precious diamond.

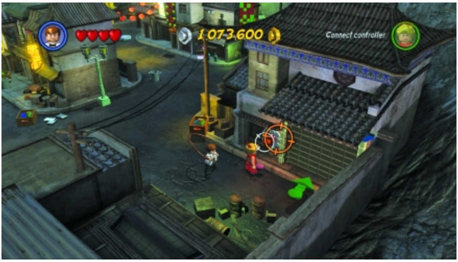
However, Lao Che double-crosses Indy. After a fight in Lao's Club Obiwan, Indy escapes along with Willie Scott out into the streets of the city. Short Round arrives to pick them up. However, Lao's men are hot on their tail.

Story mode characters: Indiana Jones, Willie Scott

True Adventurer stud requirement: 25,000

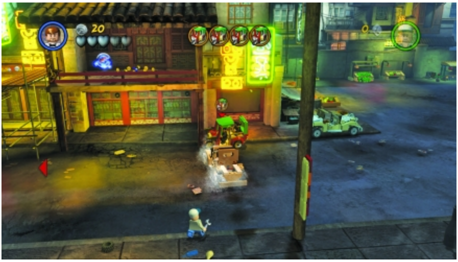


Indy and Willie start out in the streets of Shanghai outside of Club Obiwan. Head to the right and have Willie jump at the flowery icon and stand on a pressure switch to open a small door. Pick up the orange handle and jump back down to the street.



Carry the handle south and place it on the circular pad near this garage door. Have Indy use his whip to pull on the handle to open the door and enter the level.

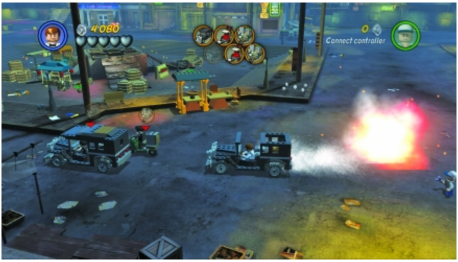
Wave 1



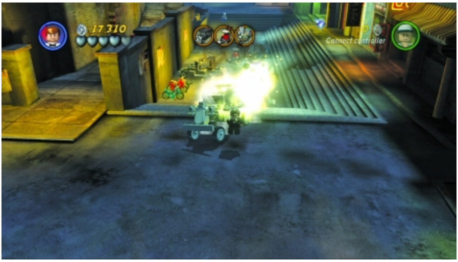
Hop into the roadster and start driving through the streets. The first wave consists of four Tuk Tuks. Crash into them and force them into buildings to quickly destroy them. (It can be unlocked in the HUB later.)

This wave is the easiest. Even though the Tuk Tuks will shoot at you, take some time to explore the streets and pick up as many studs as possible by just driving around and crashing into things.

Wave 2

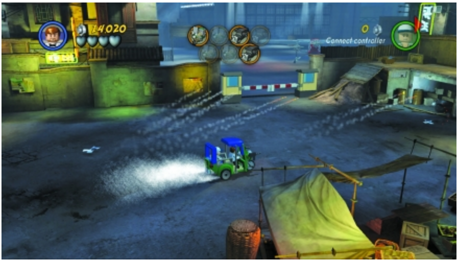


This wave features two cars, two scooters, and two rickshaws. The scooters drop explosives behind them as they drive, so watch out when coming up behind one of these.

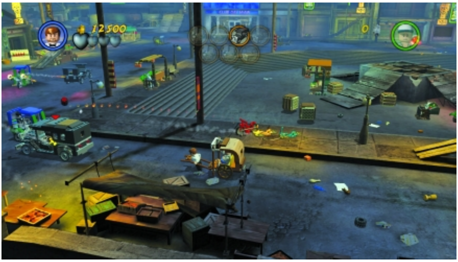


The rickshaws can throw explosives at you, too, so be careful. If you drive at a fast speed, you can take out scooters and rickshaws with one big hit. The cars will take several hits, though, so aim for the sides for more damage.

Wave 3



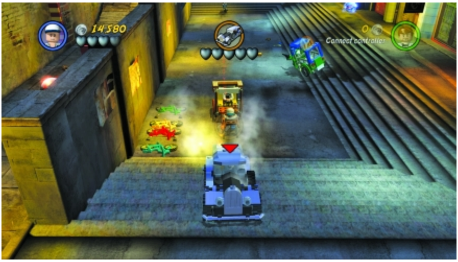
This wave has four scooters and three carts, which are designated as targets by the red arrow that appears over them. Some of the carts are not targets. Drive up next to one of these nontarget carts and jump over into it. Drive over one of the blue shooting boosts, and the machine guns mounted on your cart will fire at a much higher rate. Use the cart to destroy the four target carts.



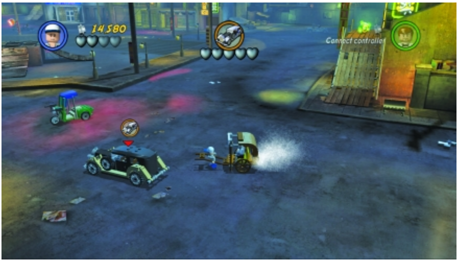
The cart's machine guns will not work against these cars, since they are armored. Instead, trade in your cart for a rickshaw.

Though they do not have guns, rickshaws allow you to throw explosives. When chasing after one of the armored cars, stay about one car length back so your explosives will land right on top of your target. A couple hits will take out these cars.

Wave 4



The last wave requires you to go after an armored roadster. Stick with the rickshaw since it is the only vehicle that can damage the target.



You will need to score five hits on the roadster with the explosives to destroy it. Once you do, the level is complete.

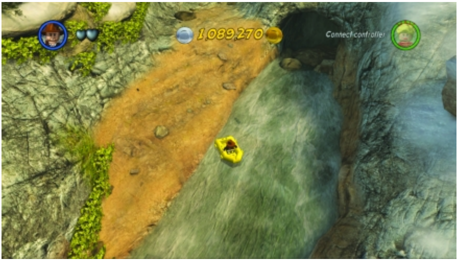
Monkey Mischief

After escaping from Shanghai, Indy and his friends end up in India.

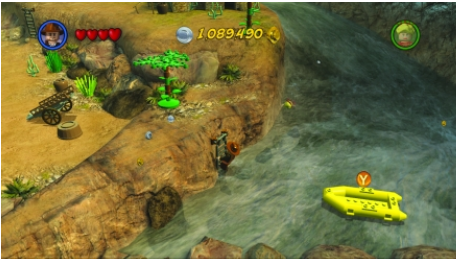
A village has lost its three sacred stones to a band of monkeys. Indy must get those stones back for the villagers.

Story mode characters: Indiana Jones, Willie, Short Round

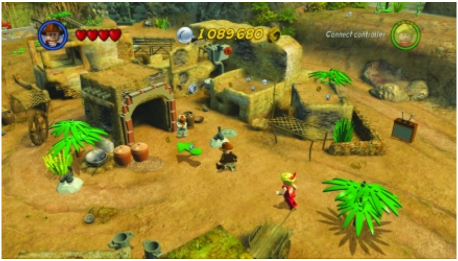
True Adventurer stud requirement: 38,000



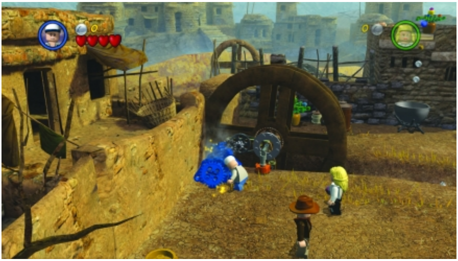
Indy lands in the northern part of the area next to a river. Jump into the nearby raft and head down the river.



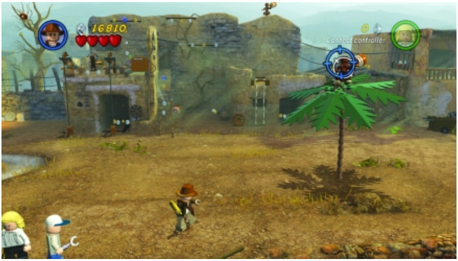
The raft can't continue past the rocks in the river, so hop out and climb up the ladder to get back on dry land.



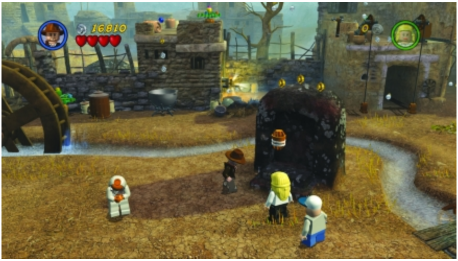
Head into the village and enter this building to start the level.



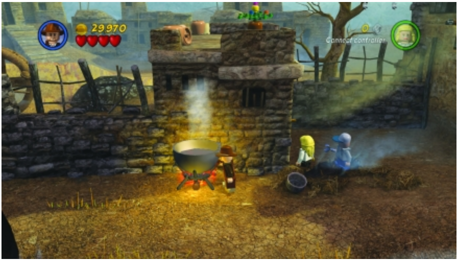
Switch to Short Round, and use the wrench to fix the motor. Then Indy can use his whip to pull on the orange handle to start the water flowing.



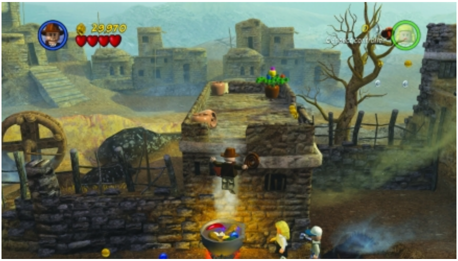
Pick up a banana from underneath the tree, which grows when the water gets to it. Then throw the banana up to the monkey in the tree to the right, and he will throw one of the stones to you.



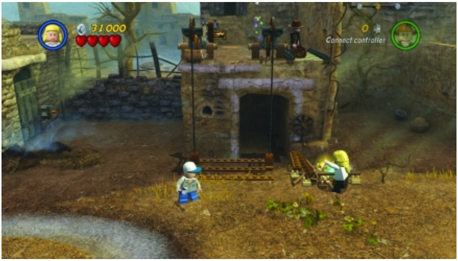
Carry it back to the altar and place the stone in it. One down, and two more to go.



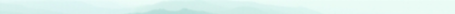
Have Willie pick up a banana and then switch back to Indy. Grab the torch by this building, and then light a fire underneath the kettle.

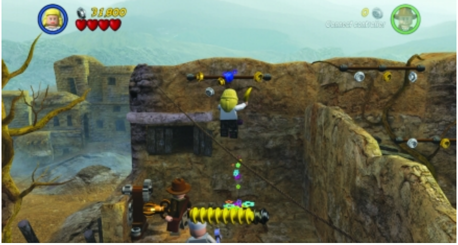


Once it is boiling, jump over the kettle and ride the steam up to the building's roof. From there, use the whip to swing across to the building to the right.

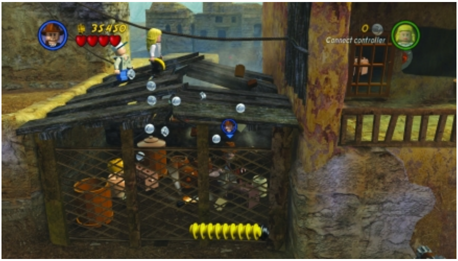


Push a crate along some checkered tiles and off the edge of the building. Willie can then assemble the pieces into a platform. Switch back to Indy, and turn the key in the mechanism to raise Willie and Short Round up to the roof.

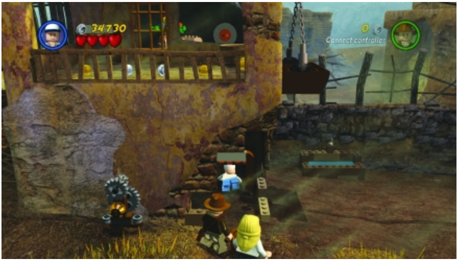




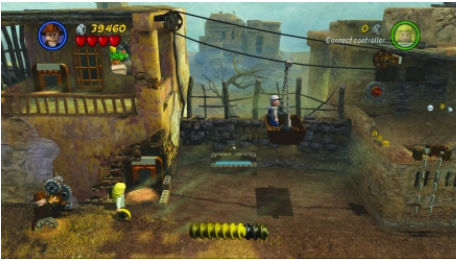
Take control of Willie again, walk over to the flowery icons, and jump up to a handrail. Jump across to two more handrails and then onto another rooftop to the right. First hit the ladder at the top to roll it down the side of the wall. Next, throw the banana at a second monkey to get another stone. Take it back to the altar, then pick up another banana from under the same tree.



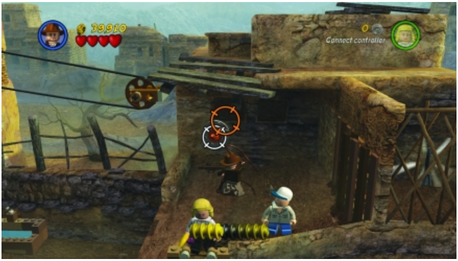
Switch to Indy and climb up the ladder that Willie just lowered. Walk across onto a roof of a shack, and drop through a weak area of the roof. Hit everything inside for some studs, and pick up a sword and a key you find inside. Throw the sword at a rope near the roof to open the gate in the front of the shack so you can get out.



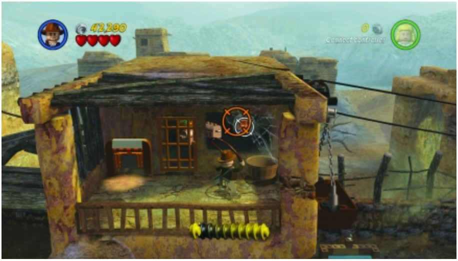
Break up the corner wall of this house, and reassemble the pieces into a water trough to get them out of the way. Send Short Round through the small hatch in the back of the room, and he will emerge on the top floor.



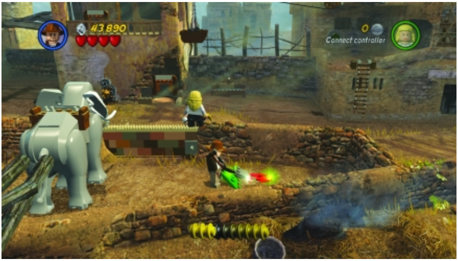
Put Short Round into the basket, and then switch to Indy and insert the key into the mechanism. Turn it to send Short Round over to the building on the right. Once there, Short Round should hit the ladder to lower it to the ground.



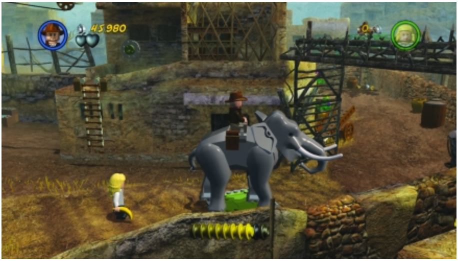
As Indy, climb up the ladder and use the whip on the orange handle along the back wall and pull. This opens a door to the right. Go in and get some studs and a shovel.



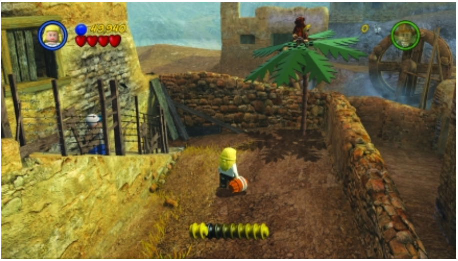
Leave Indy on the roof, and move Short Round or Willie down to turn the key in the mechanism so Indy can use his whip to pull on a handle, open the door, and go after studs.



Now hop down to the ground and advance into the corral with the elephant. Dig up some pieces and assemble them into a handle, which you can then place on the gate.



Hop onto the elephant and ride it to the right. Step onto the pressure plate to open a gate and continue into the next area.



Throw the banana up to the third monkey, and he will give you the last stone. Return it to the altar to complete this level.

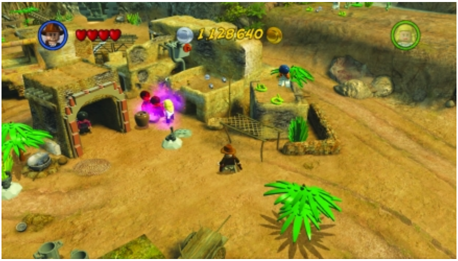
Malice in the Palace

Indy and his friends arrive at the Pankot Palace to find the Maharajah and Mola Ram with the three stones from the village.

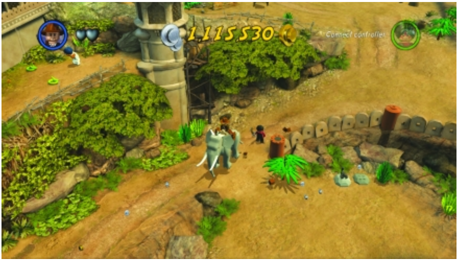
Indy must get those stones. However, Mola Ram sends his Thuggee guards to deal with him.

Story mode characters: Indiana Jones, Willie, Short Round

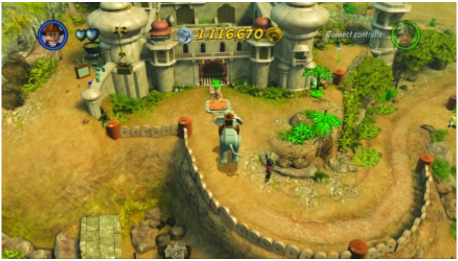
True Adventurer stud requirement : 23,000



When you get back to the village, several Thuggees will attack. Defeat them all and then you can purchase the Thuggee character for 15,000 studs. This character carries a sword, which can come in handy at times.

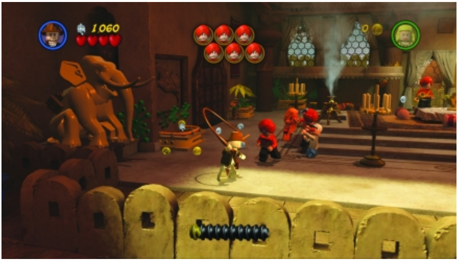


Climb onto the elephant. Ride it to the southwest as you leave the village.

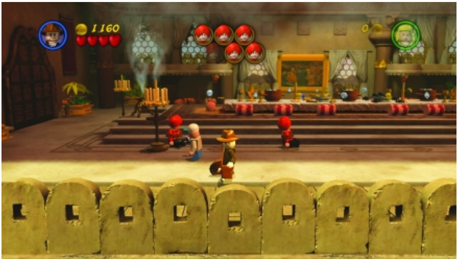


Continue up the curved pathway to the Pankot Palace. Ride the elephant right onto the large pressure plate to open the palace gate. Enter it to start the level.

Wave 1

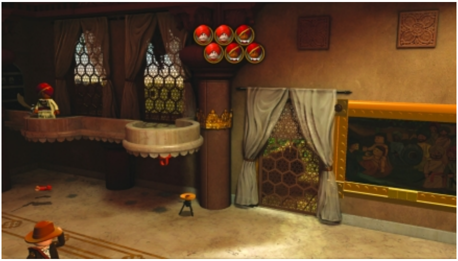


This level has a fight in the dining room of the palace. The first wave consists of six Thuggees. Use your whip to attack them.

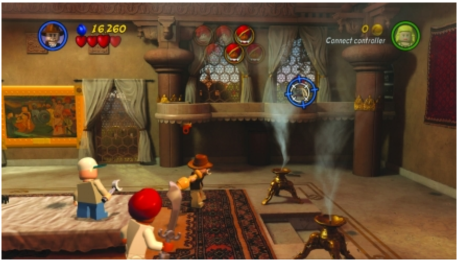


A good tactic is to tie them up with the whip and then leave them while you ransack the room for studs. This is by far the easiest wave, so take advantage of it to get the True Adventurer award. In addition, when the enemies are tied up, it takes only one hit of the whip to defeat them.

Wave 2

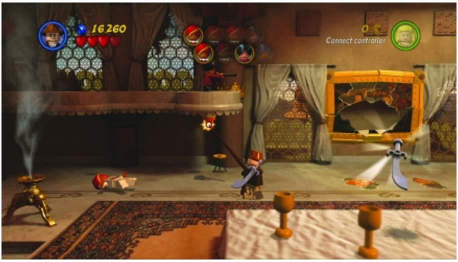


The next wave has three Thuggees and three Elite Thuggees. The elites carry swords and are more dangerous. Two are on the balconies, and one is on the floor with you.



Defeat or tie up the Thuggees on the ground first, then take care of the enemies that jump down from the balconies. After defeating the elite on the floor, pick up the sword. This weapon lets you defeat enemies with a single hit.

Wave 3



This wave has five elites on the floor, two snipers in the balconies, and an assassin. The snipers can be a big threat, so use the whip to pull on the orange handles and drop the snipers down to the floor, where you can attack them with the sword or whip.

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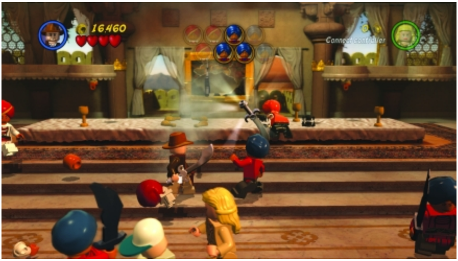
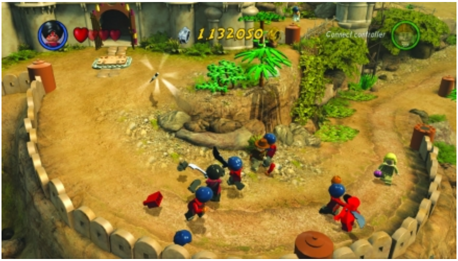
If you already have a sword, the elites are easy to defeat. Otherwise, use your whip and then pick up one of their swords. The assassin is the toughest. Keep attacking him with your sword until you knock his sword out of his hands. Then move in to break him apart.

Wave 4



The last wave has three elites and five assassins. Use the same tactics as before. Try to take out the elites first and then go after the assassins to knock away their swords so you can defeat them and complete the level.



As you exit the palace, Pankot Assassins will attack. Switch to the ThuggeeÑor go back to the village to get one and defeat all the assassins; you can then purchase this character for 20,000 studs.

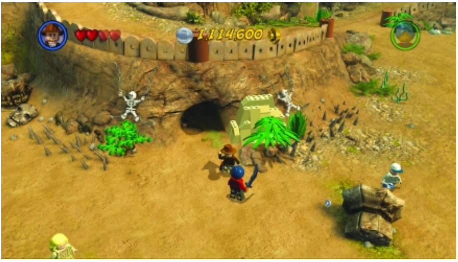
Temple Tantrum

The Maharajah and Mola Ram have taken the stones into the temple of Kali.

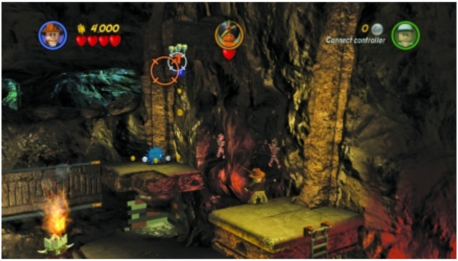
However, Indy, Willie, and Short Round have followed them to the temple and are prepared to get the stones back for the villagers.

Story mode characters: Indiana Jones, Willie

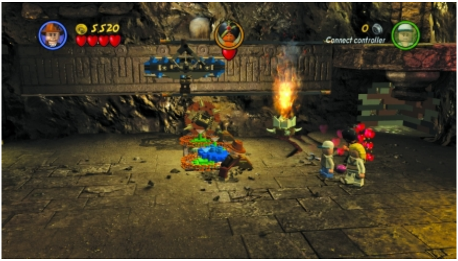
True Adventurer stud requirement: 45,000



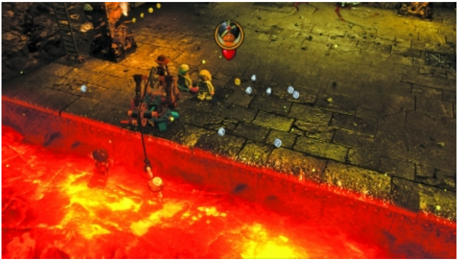
To reach the temple of Kali, just head south from the Pankot Palace and enter this cave to start the level.



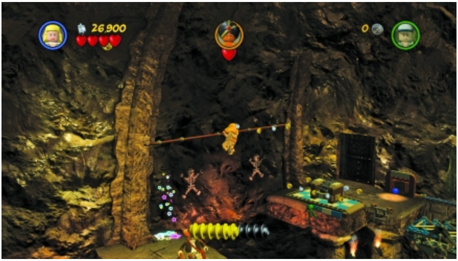
The objective of this level is to defeat the Maharajah. However, you can't reach him in his current position. Therefore, you must fix a mechanism to complete this task. Start off by moving Indy to the far right side. Climb up the ladder and then swing across on the whip to the back corner. Pick up the blue gear.



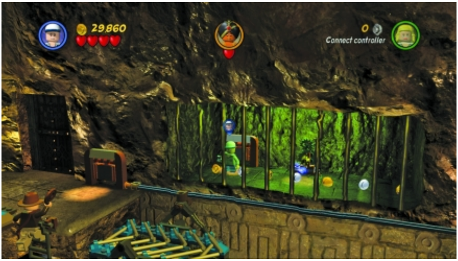
Carry the gear to this mechanism and set it down. Break down the bricks in the far right corner to find some studs in a secret room.



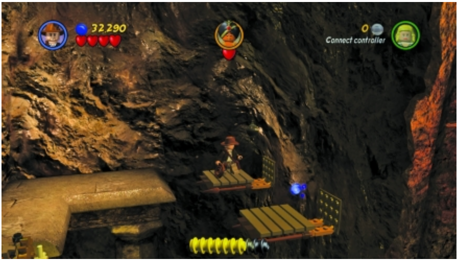
Head to the left side now. Near the lava, assemble some pieces into a crane, which will pull a skeleton and chest from the lava. Break it open for some studs.



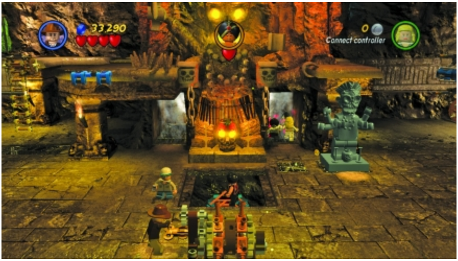
Switch to Willie and climb the ladder. Then jump up to the handrails and shimmy across to the right. Push the crate of pieces off the platform's edge; then switch to Short Round and assemble them into a ladder.



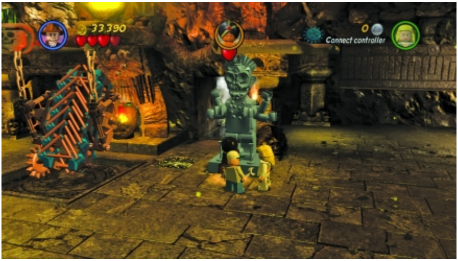
Now Short Round can climb the ladder to the platform and crawl through the small opening to get into an enclosed room. Pick up the studs, and use the mechanism to send Indy and Willie across to the right.



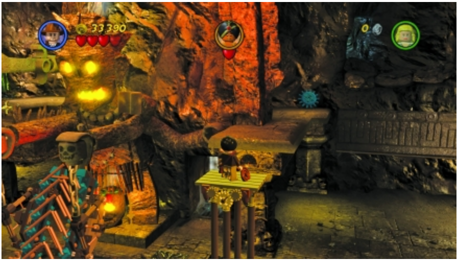
Switch to Indy and use his whip to pull on two orange handles to lower platforms. Jump across these to reach the front of the level, where an enemy drops a key down on the lower level as he runs away from you.



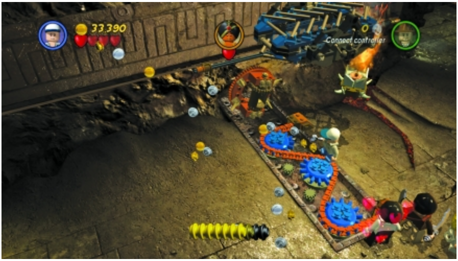
Pick up the key, and use it on the mechanism in the center of the level to raise a blue gear up to you. Carry it to the mechanism on the right side and set it down.



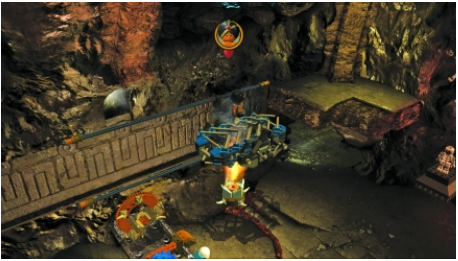
Some Thuggee Acolytes dressed in white now come after you. Defeat them, then grab one of their turbans and put it on. This allows you to interact with the statue of Kali.



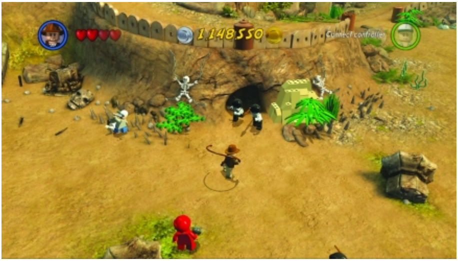
The statue will lower, and an elevator platform will rise up. Jump on it and get to the upper platform. Pick up the blue gear along the back wall, and carry it to the mechanism with the other two gears.



Switch to Short Round, and use his wrench to fix the mechanism.

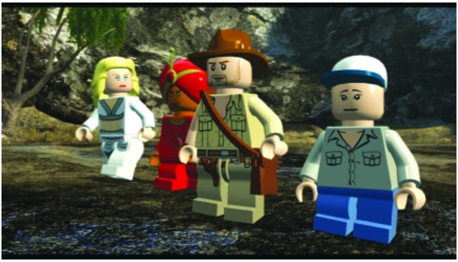


This will move the platform the Maharajah is standing on to a position directly above a jet of flames. The flames will defeat the Maharajah, and the level will be complete.

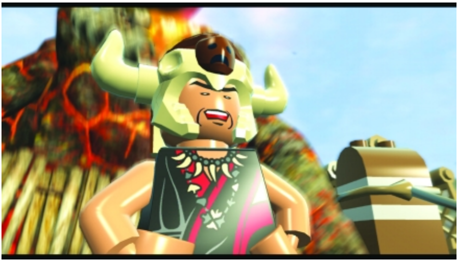


As you exit the cave, you gain the Maharajah as a character. He carries a bottle of black sleep, which allows you to take control of other characters. Some Thuggee Acolytes will also emerge from the cave. Defeat all of them, and then you can purchase this character for 25,000 studs.

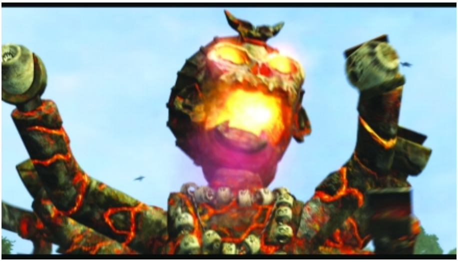
Mola Rampage



The Maharajah has been released from the black sleep put on him by Mola Ram and now helps Indy fight against the evil priest.

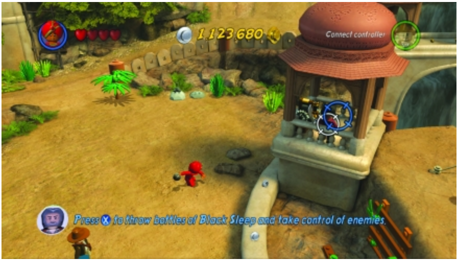


However, Mola Ram has control of the giant god, Kali, and Kali wants to smash Indy and his friends to pieces.



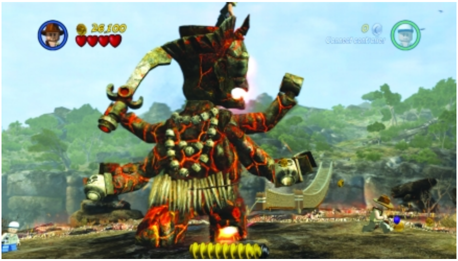
Story mode characters: Indiana Jones, Short Round

True Adventurer stud requirement : 30,000

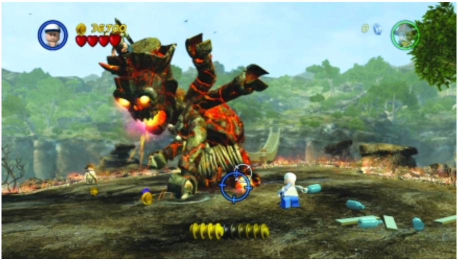


Press Ⓧ to throw bottles of Black Sleep and take control of enemies.

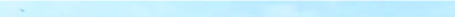
Take control of the Maharajah and head east toward the suspension bridge. Target the Thuggee in the guard tower, and throw the black sleep at him. You now have control of the Thuggee. Use him to pull the lever to raise a platform. Jump onto the platform and head to the bridge for the final battle against Mola Ram.

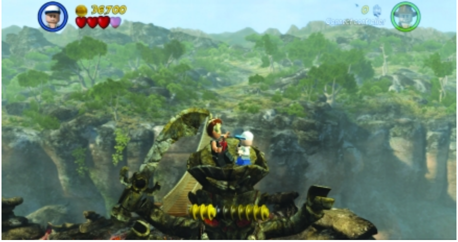


Indy and Short Round must work together to defeat Mola Ram and Kali. Start off by running around the area picking up studs. You can easily get the True Adventurer award right at the beginning of this fight.

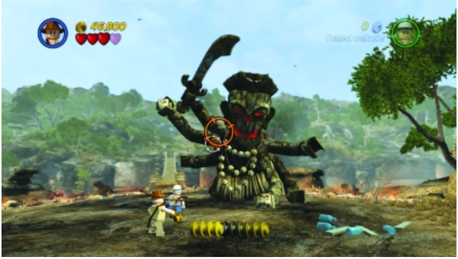


Switch to Short Round and pick up a bottle of water. Aim at Kali's flaming foot and throw the bottle. The flames will be quenched, and Kali will pause for a moment.

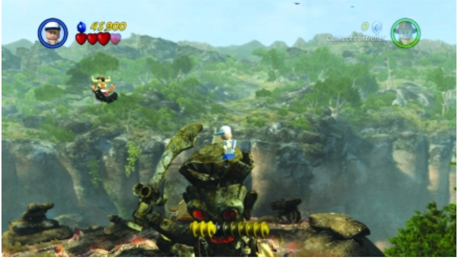




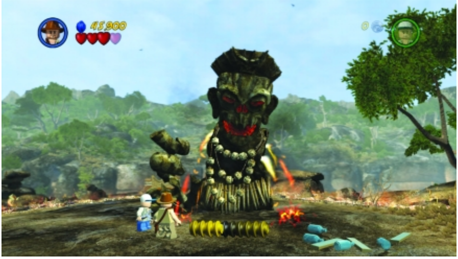
Rush forward and have Short Round climb onto Kali's foot and up into her body. He will emerge on top of Kali's head, next to Mola Ram. Punch the evil priest and knock him off Kali.



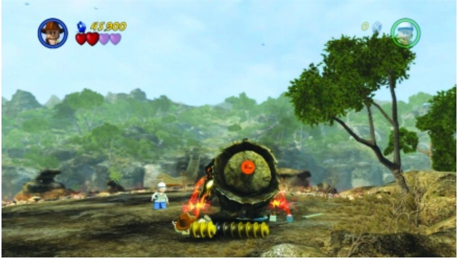
Quickly switch to Indy. Use his whip to pull on the orange handle and take off one of Kali's six arms.



Switch back to Short Round, and repeat this tactic again and again until you've removed all of Kali's arms.



Each time you do this, Kali's attacks will become more violent, so keep moving and stay away from her pounding.

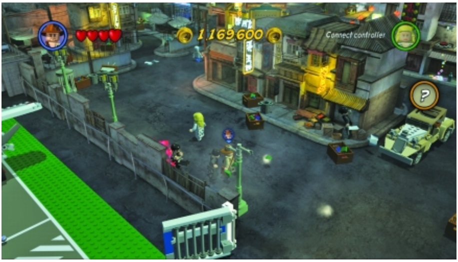


After you've removed the arms, the last thing for Indy to pull with his whip is a handle on top of Kali's head. Once you accomplish this, you defeat Mola Ram and complete the level.

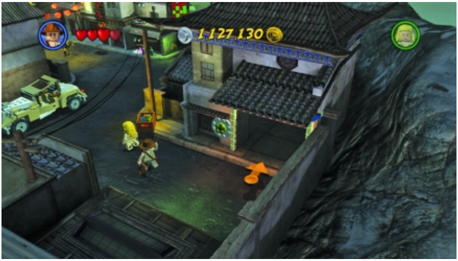
Treasure Mode

Go back to the locations where you complete the Story mode levels and complete the Treasure mode levels to earn artifacts, which will let you unlock the super bonus level.

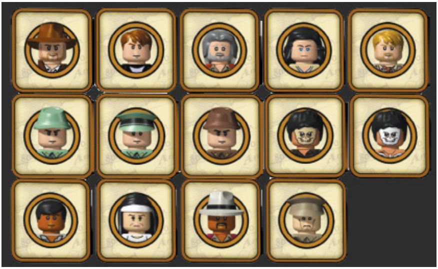
Shang-Hi



When you arrive back in Shanghai, you will be attacked by Shanghai Hoodlums. Defeat them all, then you can purchase them for 15,000 studs and have a character with a pistol.

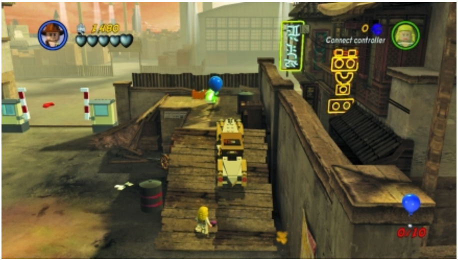


Head into the garage to start the level. You can take any characters you choose.

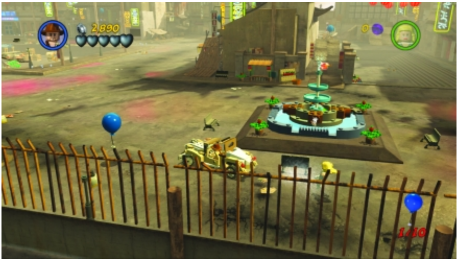


Treasure mode characters : Any

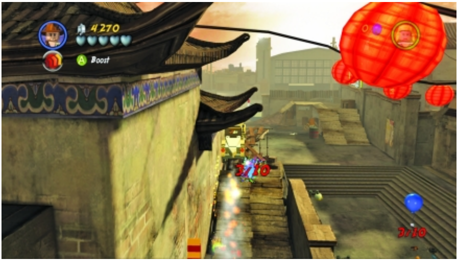
True Adventurer stud requirement : 28,000



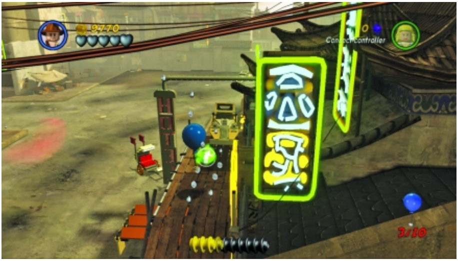
This is a driving level in which you must pop ten balloons. Start off with this balloon in the far right corner near where you begin.



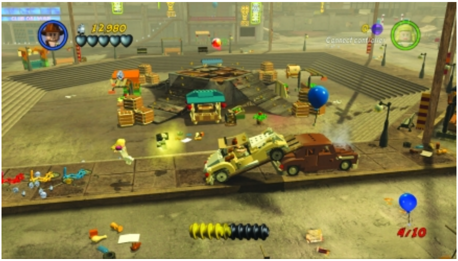
Head south to find the second balloon near the fountain.



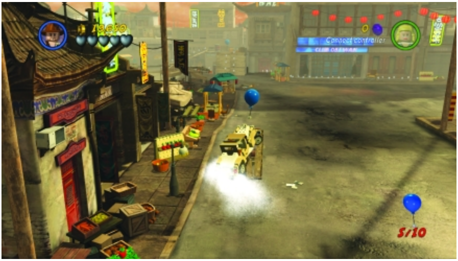
Turn to the north and drive along the right side of the building near the fountain. Head up a wooden ramp to get this third balloon.



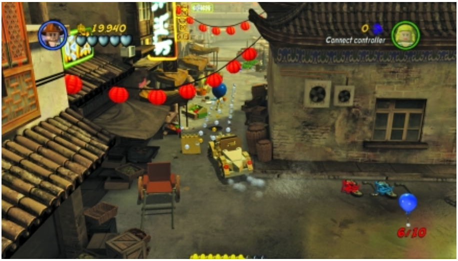
The fourth balloon is on another wooden ramp on the left side of the same building.



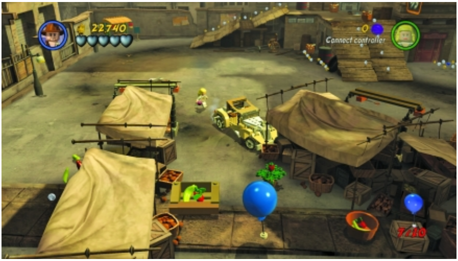
Jump over this old car to get the fifth balloon in the center of the level.



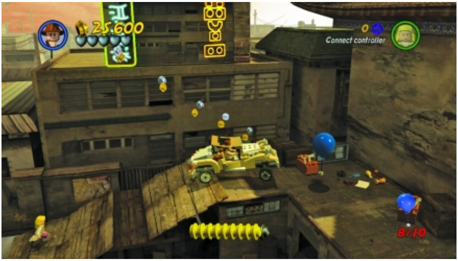
The sixth balloon is over an old car to the west of the central square.



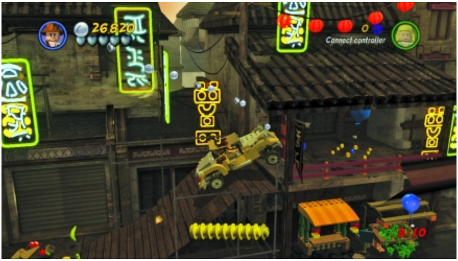
Drive down the alley along the level’s far western side to pick up lots of studs and the seventh balloon.



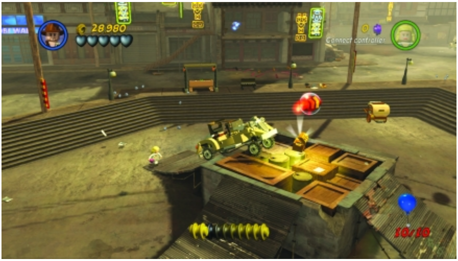
The eighth balloon is in the middle of these market stalls in the level's northwestern section.



Head up this ramp at the far end of the level to pop the ninth balloon.

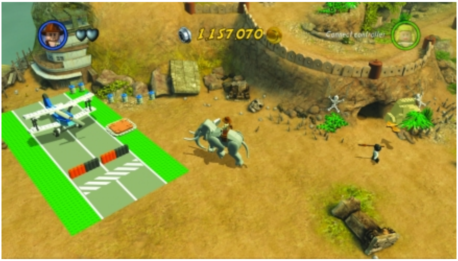


The last balloon is north of the central square. Drive past Club Obiwan and up the ramp to this balcony.

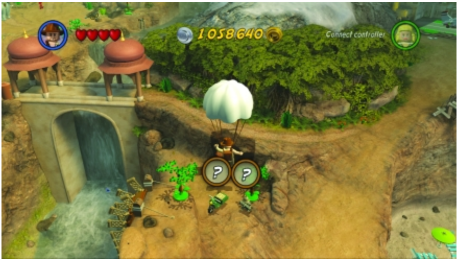


Finally, drive to the center of the map to collect the artifact and complete the level.

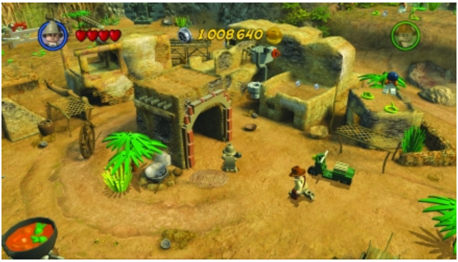
Wrong Gong Rung



In order to complete this level, you need a character with a bazooka. Therefore, head to the village and hop on an elephant. Ride it down past the cave, where the temple of Kali is located, and walk the elephant right onto the large pressure plate. This will lower the gate on the runway and allow you to purchase the Stunt Plane for 100,000 studs. Complete the Stunt Plane Race (see the “Events” section later in this chapter) to unlock the British Commander.



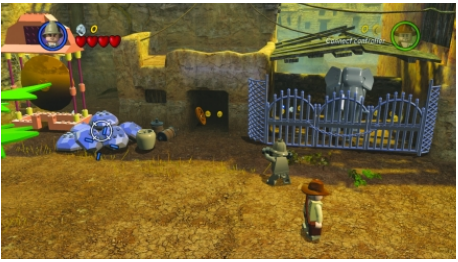
Parachute down from the plane to purchase the British Commander for 30,000 studs. While you are there, you can also get the Scooter for 20,000 studs.



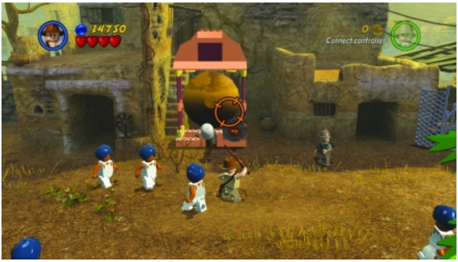
Now head into the building in the village to get started.

Treasure mode characters : Indiana Jones, British Commander

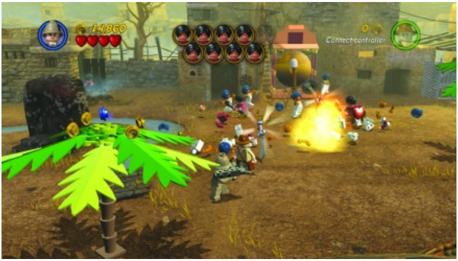
True Adventurer stud requirement : 25,000



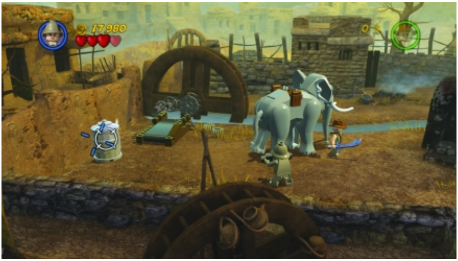
Start off by blowing up the silver rocks with the bazooka. This will release many pieces that you can then assemble into the gong.



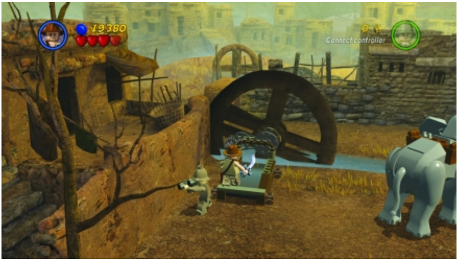
Now use Indy's whip to pull on the orange handle and sound the gong. Get ready for some action, since the gong summons ten Thuggees.



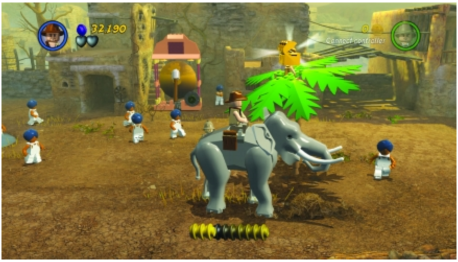
Use the bazooka to immediately thin down the number of Thuggees. Then have Indy grab a sword from a broken Thuggee so you can attack more effectively.



Blow up the silver gate to release the elephant, and head around the area, picking up studs and destroying things.



Pick up some gears by the waterwheel and fix it. Then jump onto the treadmill next to the waterwheel to make it turn and release some money. Also check inside the building in the northwest from where the Thuggees emerged. There is a purple stud inside.



Finally, climb onto the elephant and ride it over to the palm tree, where the artifact is located. Jump from the elephant to the top of the tree to get the artifact and complete the level.

Disarming Duel

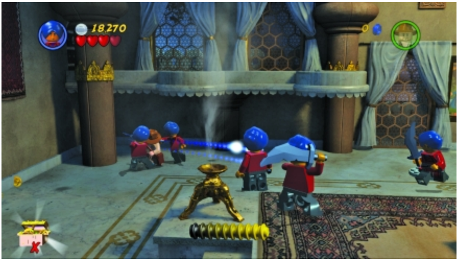
1,041,130
Connect controller

This level takes place in the Pankot Palace. Take along a character with a sword, such as a Thuggee or a Pankot Assassin.

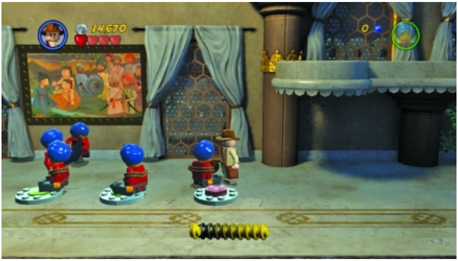
Treasure mode characters: Indiana Jones, Pankot Assassin

True Adventurer stud requirement: 19,000

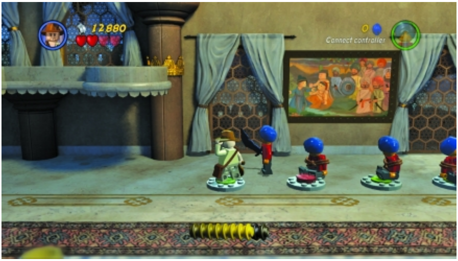
This level can be tough, since it requires a lot of fighting while thinking. If you are going after the True Adventurer award, jump up and pull on the tusks of the elephant statues at either end of the room to score some major studs.



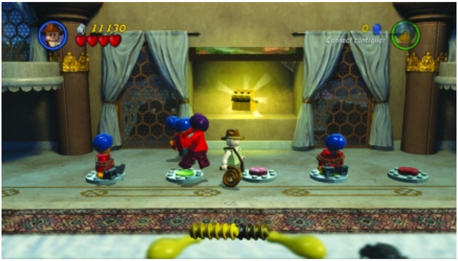
Use the Pankot Assassin to fight against the four enemy assassins. The key is not to break them; just disarm them and then go on to the next.



After you disarm all four foes, switch to Indy and tie them up with your whip. Do this quickly, as they will escape after a while.

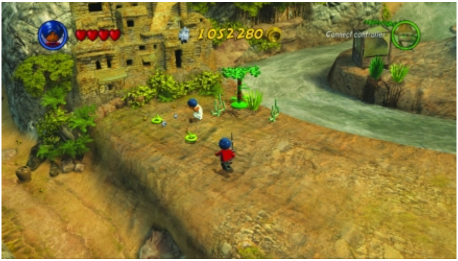


Place the four assassins on four of the pressure switches, and quickly jump onto the last one yourself.

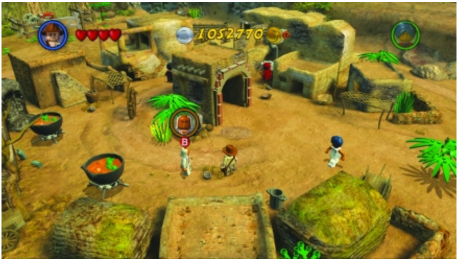


This will reveal the artifact, which was hidden behind a painting. Grab it to complete the level.

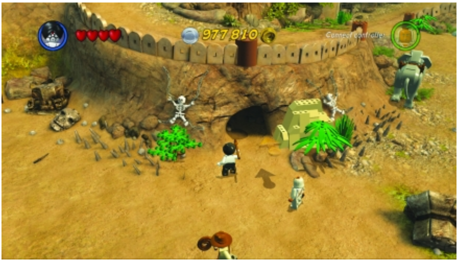
Lava Lake



For this level, you need a scholarly character. To get one, first use someone other than Indy to kill all the snakes near the village and the Pankot Palace.

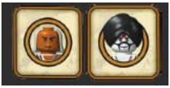


Now you can purchase the Village Elder in the center of the village.

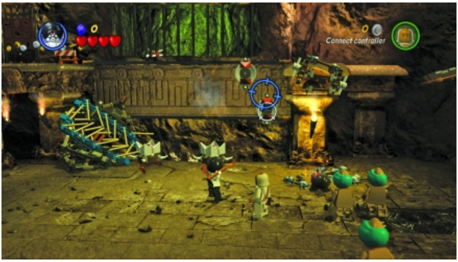


Take the Village Elder down to the cave of the temple of Kali, and join a Thuggee Acolyte, since you also need someone with a spear. Enter the cave to begin the level.

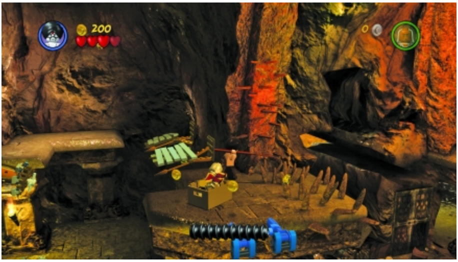
Treasure mode characters : Village Elder, Thuggee Acolyte



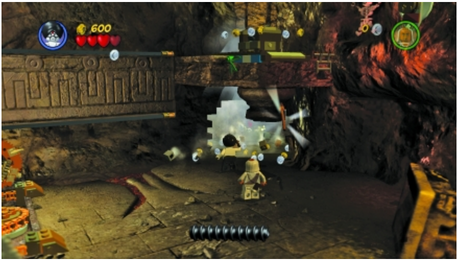
True Adventurer stud requirement : 59,000



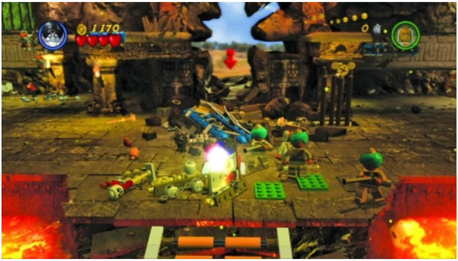
This level requires you to get five crates of parts and then assemble a raft from the pieces. There is a battle between the British troops and the Thuggees. However, it does not affect you, so concentrate on the crates. Throw some spears into the holes along the back wall to the left of the level's center.



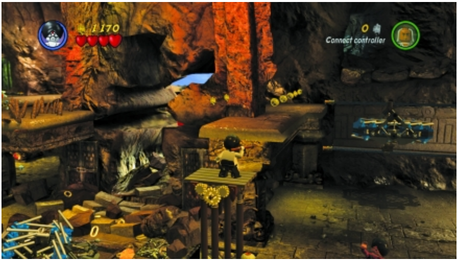
Jump to the upper walkway using the spears and head right. Jump across a couple small platforms to reach the first crate. Pick it up and jump down to the ground; then carry it to one of the green plates at the front and set it down.



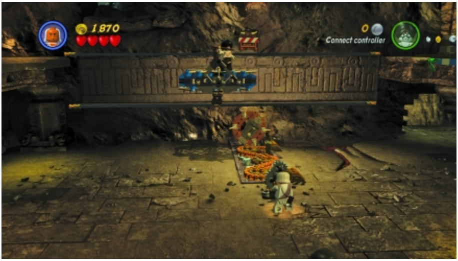
Now break through the wall in the back right corner to find the second crate. Take it to the center and drop it on a green plate.



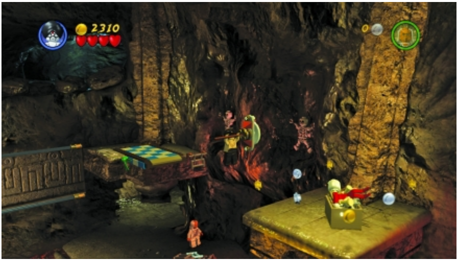
There is a third crate just to the right of the green plates, so get it as well.



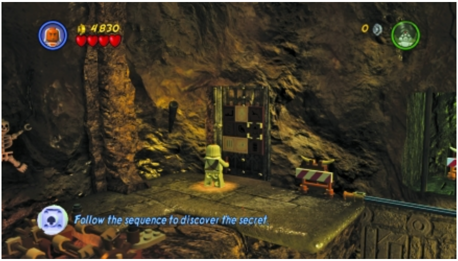
As the Thuggee Acolyte, take the elevator near the center up to the high walkway, and walk as far as you can to the back and then turn right.



Switch to the Village Elder, and use the gear mechanism to move your other character across a gap to the right.

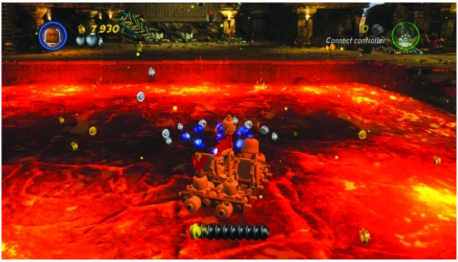


Switch back to the Acolyte and push a crate along the checkered tiles and off the edge. Use the parts to build a ladder; then throw a spear at a hole in the wall, and jump across to this ledge to get the fourth crate. Take it to the green pads.

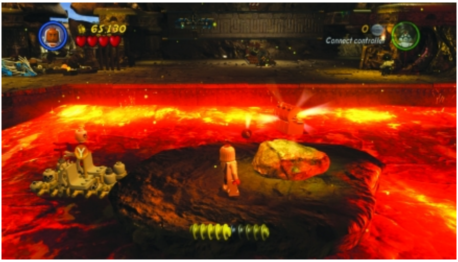


Follow the sequence to discover the secret

As the Village Elder now, head to the left and climb up the ladder. Cross a bridge and follow the sequence on the scholar panel to unlock the door and enter a room. The last crate is kept here. Pick it up and carry it to the green plate.

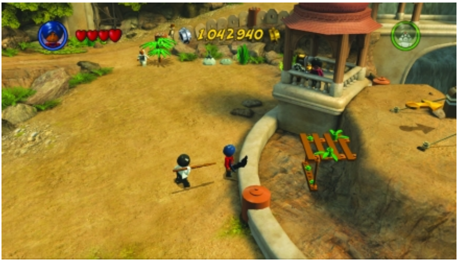


Assemble all of the pieces into a raft, and set sail on the lake of lava. Before going to the island where the artifact is located, sail around to pick up lots of studs just floating in clusters around the lava.

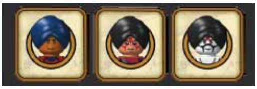


Finally, go to the island and pick up the artifact to complete the level.

Cliff Clamber

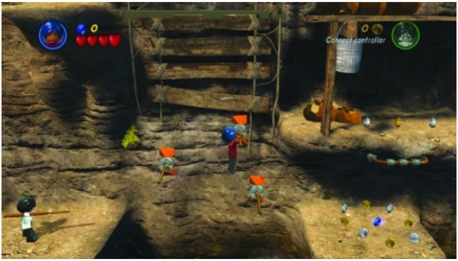


The last Treasure mode level is at the suspension bridge. Take along a character with a sword and one with a spear.

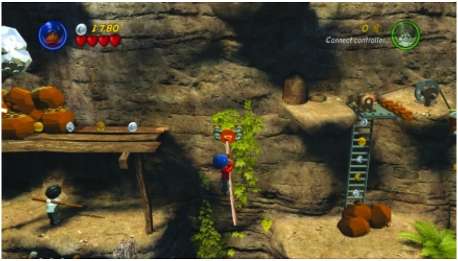


Treasure mode characters: Pankot Assassin, Thuggee, Thuggee Acolyte

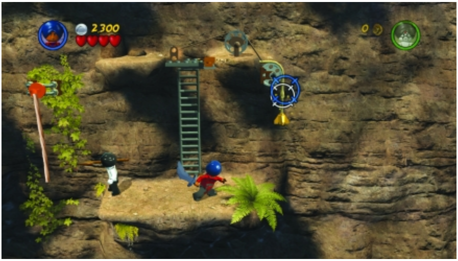
True Adventurer stud requirement: 40,000



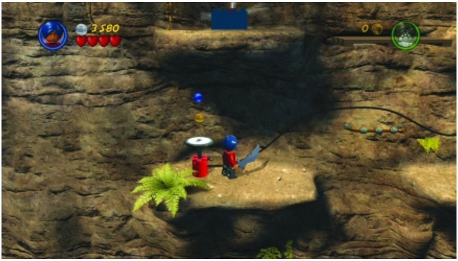
In this level, you must jump from ledge to ledge as you head to the top of a cliff. Start off by throwing spears at the holes in the wall and then jumping across to the next ledge.



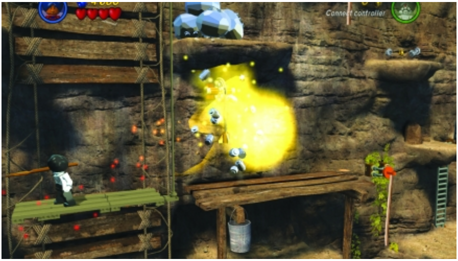
Jump to a handhold and pull yourself up. Then swing on a rope across a gap to the right.



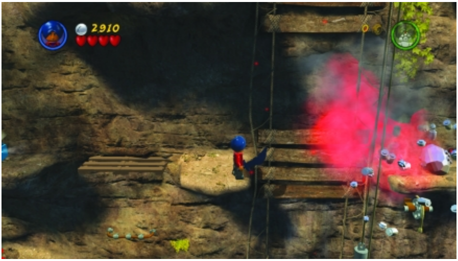
Break up some rocks, and throw a sword at the rope. This opens the door at the top of the ladder so you can keep going.



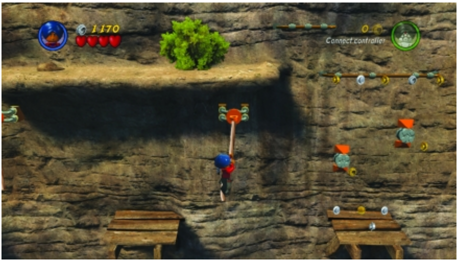
Now jump across gaps as you head to the left, and jump onto a plunger to blow up some silver rocks to the right.



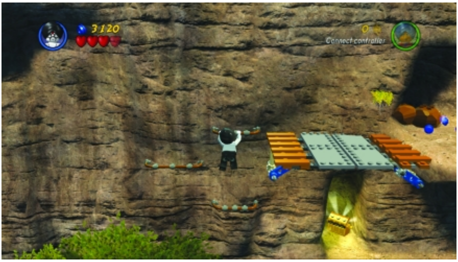
This reveals a rope that you can cut with a thrown sword to make a platform begin rising. Ride it up to the next ledge and head to the left.



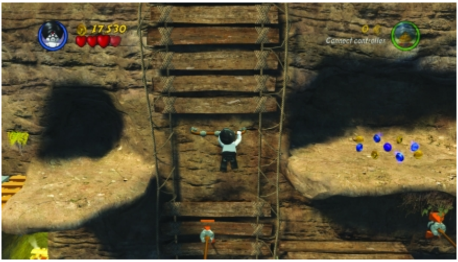
Pick up some explosives from a crate, and quickly run to the right and throw the explosives at another pile of silver rocks.



Head to the right, and swing across a couple of ropes. Next, throw spears at holes in the wall so you can use them to jump to the next higher group of ledges.



Move to the left now, and use more spears to get across some gaps and up to higher ledges. Don't get the artifact just yet. Instead, jump up using handrails to reach the highest ledges.

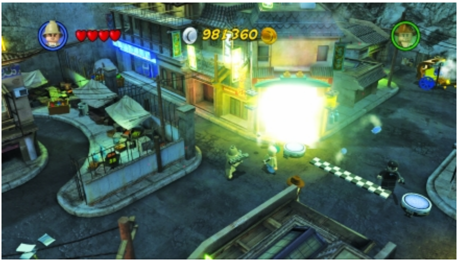


Keep moving and jumping to the right to find several blue and purple studs. Pick them up to earn the True Adventurer award, then head back down to the artifact to complete this level.

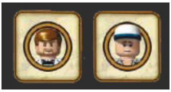
Bonus Levels

Complete these five bonus levels to earn artifacts that will help you unlock the super bonus level.

Club Obiwan

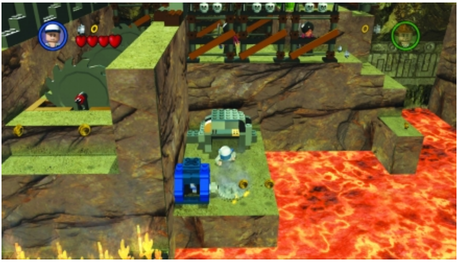


To access this first bonus level, you will need the British Commander and his bazooka. Blast open the silver door to the club and then enter.

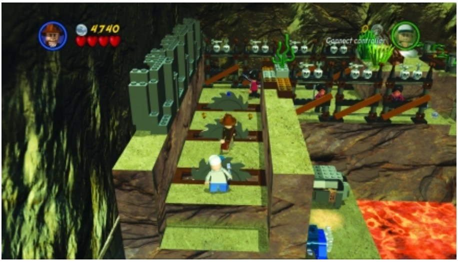


Bonus level **characters:** Indiana Jones, Short Round

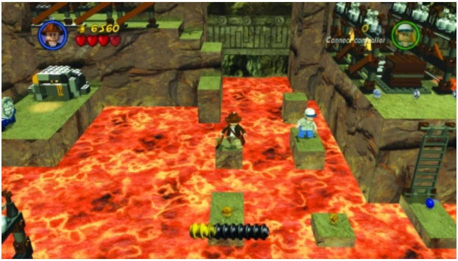
True Adventurer stud requirement : 25,000



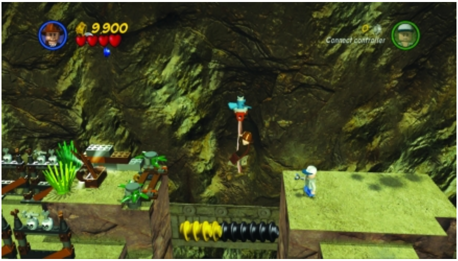
To begin with, send Short Round crawling into the small passage to the left. He will emerge by this blue motor. Fix it with his wrench to activate an elevator platform.



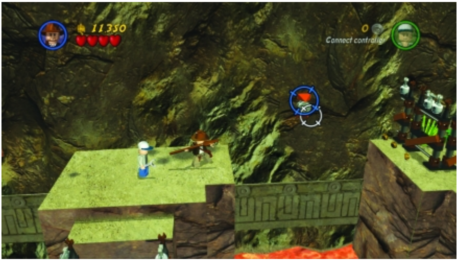
Switch back to Indy and look around the first area for studs, including behind the wall close to the camera. Then jump onto the elevator platform and ride it to the higher area. Here you will have to wait until a saw retracts into the floor and then jump over it. There are three Thuggees ahead. Defeat each in turn and then head to the right.



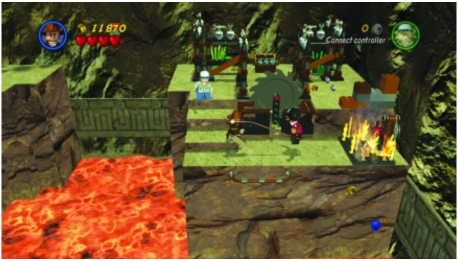
Jump across a series of stone blocks out in the middle of the lava to reach the ladder on the right.



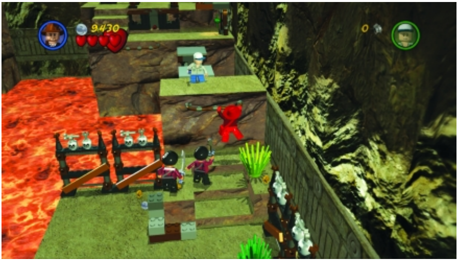
Climb up the ladder and push a crate along some checkered tiles. Next, jump onto the crate and over to the far stone platform. From there, swing across on a rope to the left, grab a spear, and swing back across.



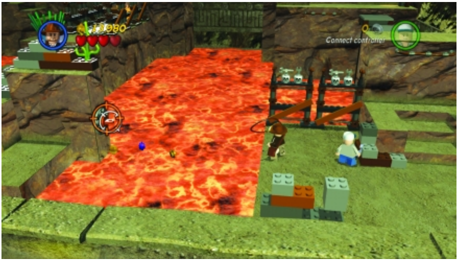
Throw the spear at the hole in the wall, and jump over to the spear and then onto the opposite side.



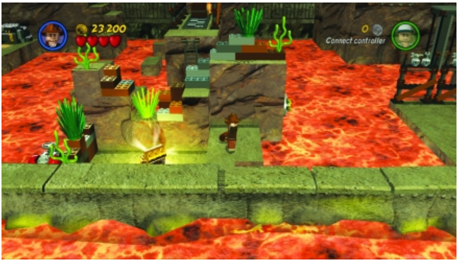
Use the whip to defeat the Thuggee. Then stand on the step to the right of the saw. When it lowers, jump over to the bottles of water and throw them at the flames surrounding the red wheel.



Turn the wheel and use two small platforms to jump across the lava. You will have to defeat two more Thuggees when you reach the other side.

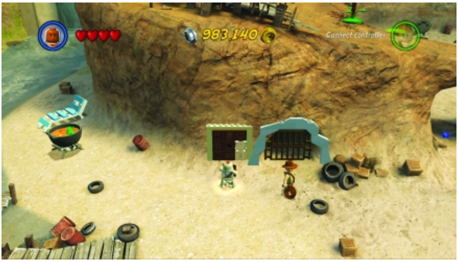


Use your whip to pull an orange handle to the left. A platform will rise and lower again and again.



Time it just right to get across to the opposite side, where you can grab the artifact and complete the level.

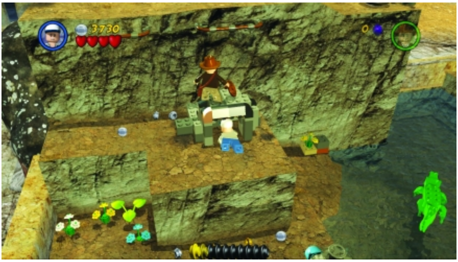
Beachside Cave



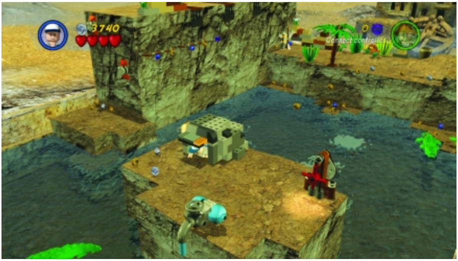
Select the Village Elder and send him east across the bridge and then south to this cave by the beach. To open the cave, have him follow the sequence on the scholar panel. Then enter to begin the level.

Bonus level characters: Indiana Jones, Short Round

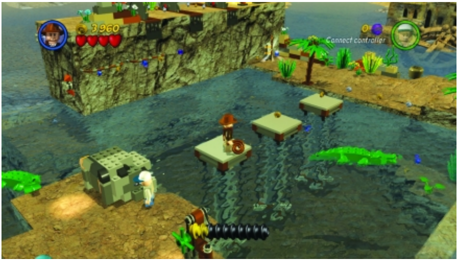
True Adventurer stud requirement : 25,000



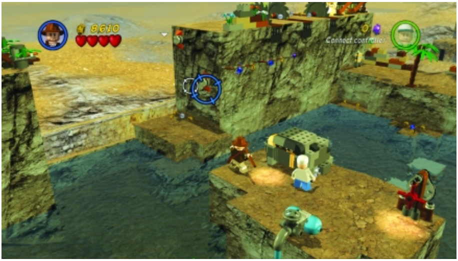
Start off by dropping down to this ledge and sending Short Round through the passage to another platform.



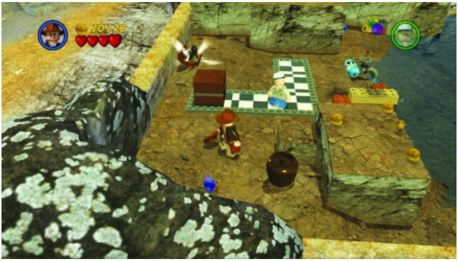
Once Short Round gets there, turn the red wheel to flood the area with water. Have Indy swim across.



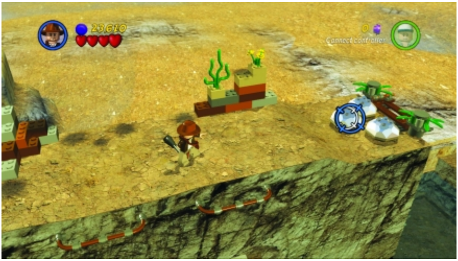
Use the platforms to jump across the crocodile-infested water. At the other side, smash things for studs and then pick up a spear and head back.



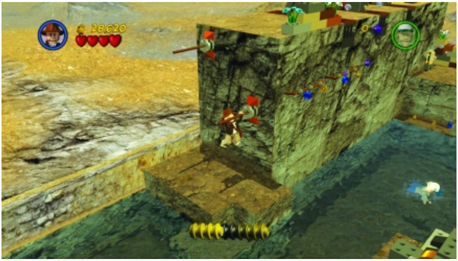
Throw the spear into the wall from here. You still need to find another spear to reach the top of that cliff. Turn the green wheel to lower the water again. You can then swim to pick up studs around the water—just watch out for the crocodiles.



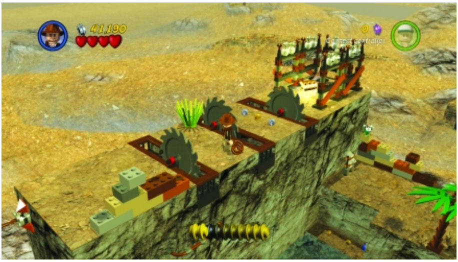
Swim across to the left near where you started. Move a crate along some checkered tiles, and pick up a grenade from the chest.



Jump back up to where you started, and throw a grenade at the silver stones to reveal a spear. Pick it up and throw it at the second hole in the wall of the cliff.

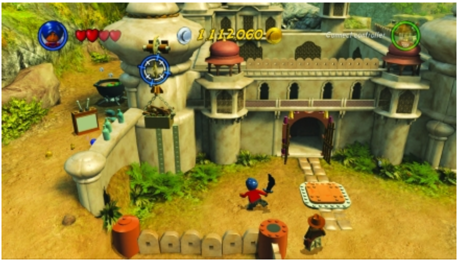


Swim over to the base of the cliff, and climb up it using the spears to help you. When you reach the top, drop down and follow the handrail to pick up several studs.

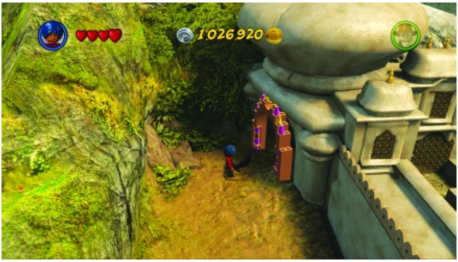


Finally, drop back down into the water, climb up the spears again, then maneuver past the three saws to reach the artifact at the far end of the cliff top.

Princess Rescue



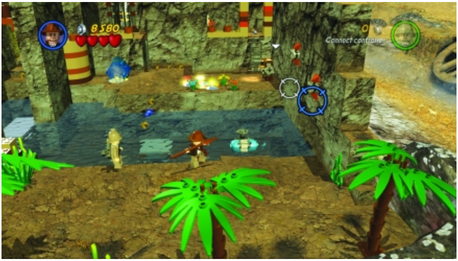
Get a character with a sword such as the Pankot Assassin, and head to the Pankot Palace. Throw the Assassin's sword at the rope to release some parts. Assemble them into a ladder.



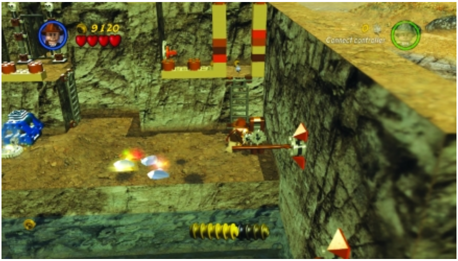
Climb up the ladder and head to this hidden doorway into the palace to begin the level.

Bonus level characters : Indiana Jones, British Commander

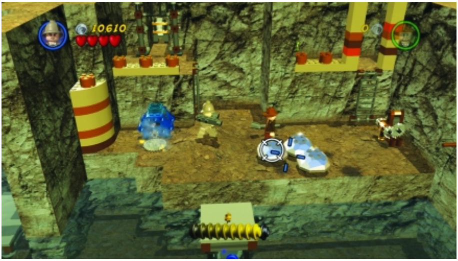
True Adventurer stud requirement : 10,000



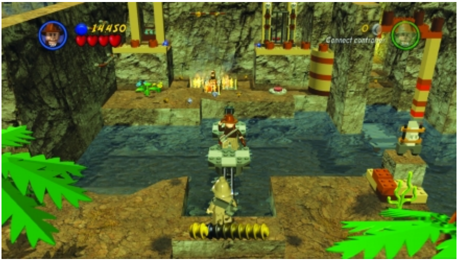
At the start, pick up a spear near where you begin and head right. Throw the spear into a hole in the wall. Next, pick up the other spear and throw it into the second hole.



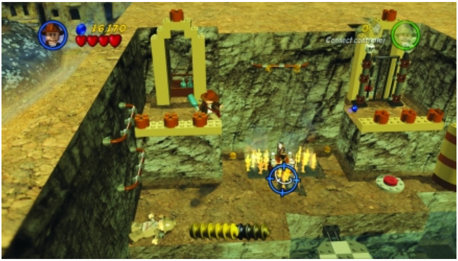
Jump across the water by using the spears. Pull the lever to raise some platforms out in the water, and then pull on an orange handle to open a door located up the ladder to the left. Inside this cage you can pick up a shovel.



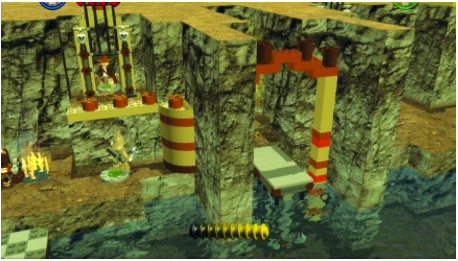
Use the shovel to dig up some silver rocks, then blow them up with the British Commander's bazooka. You will find a wrench in the wreckage, so pick it up and fix the blue motor to your left. This activates some sliding platforms on the level's left side.



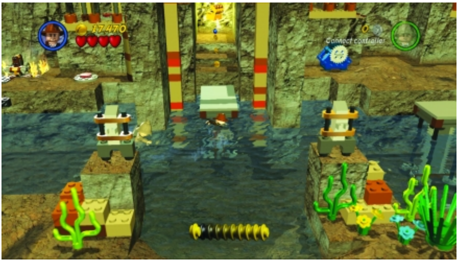
Get back to where you began and head left. Get across the water again using the sliding platforms.



Use the handrails to get onto the platform on the left. Throw bottles of water at the flames below, and pull the lever to open a door on the right.

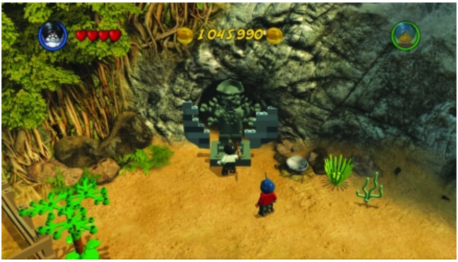


Jump up to the handrail over the lever, and shimmy to the right. Stand on the pressure switch and get your other character onto the second switch. This will activate an elevator platform in the middle of the level.



Swim out to the elevator platform and wait for it to lift you out of the water. Then continue up the steps to get the artifact and complete the level.

Slave Driver Cave



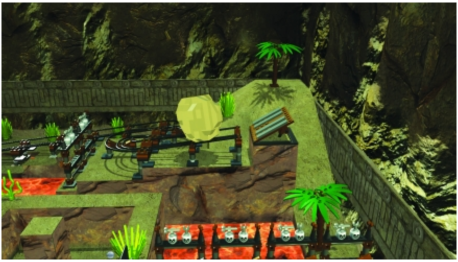
Choose a Thuggee or Thuggee Acolyte and send them to this statue of Kali just northwest of the village. These two characters can convince the statue to move so that you can enter the cave behind it.

Bonus level characters : Indiana Jones, Maharajah

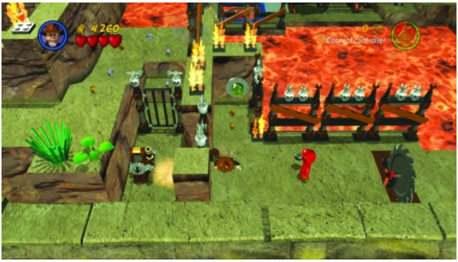
True Adventurer stud requirement : 15,000

100
Connect controller

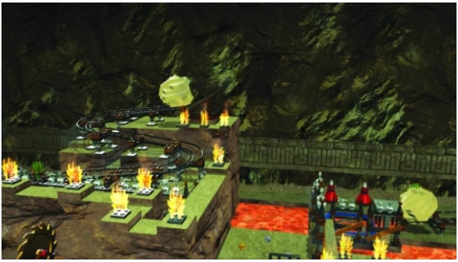
This level is a bit tougher, since you have a limited amount of time to get through two areas. Pull the lever near where you start to open the gate to your left.



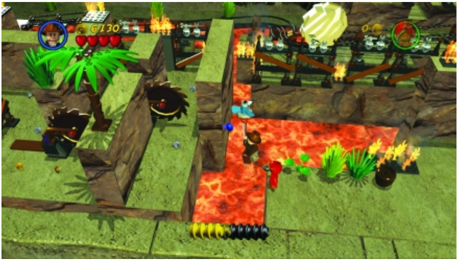
The lever also releases a large boulder. You must get to the orange handle and pull it with Indy's whip before the boulder reaches the end of its track and drops into the lava.



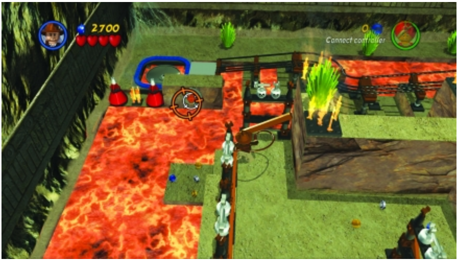
You will have to move around a couple saws to reach the orange handle, so forget about studs for now. You can always collect them once the boulder stops rolling.



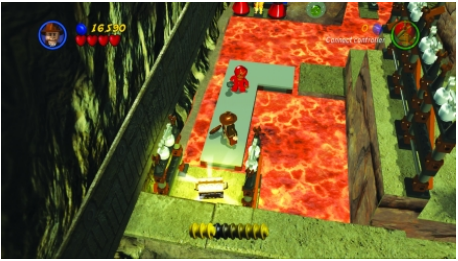
Pull another lever just to the left of where you ended the first timed area. As soon as you do, a second boulder starts rolling down its track.



Get around saws and swing across lava as you race the boulder in the background.

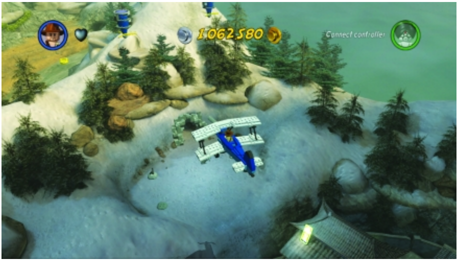


When you reach the end, don't drop to the lower platform. Instead, stand on the edge and use your whip to pull this orange handle. This stops the boulder from falling into the lava.

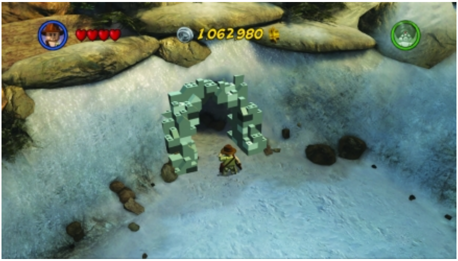


Now go back to get all the studs you missed earlier before walking out the long platform to get the artifact.

Mountain Cave



Get into a plane such as the Stunt Plane and fly over Shanghai. Locate this cave to the northwest of the city.

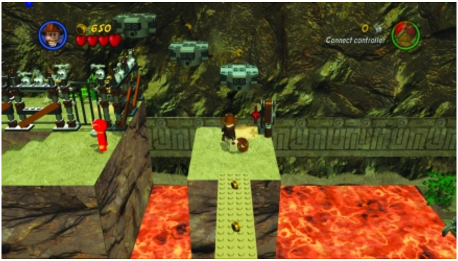


Parachute down from the plane and walk into the cave to begin.

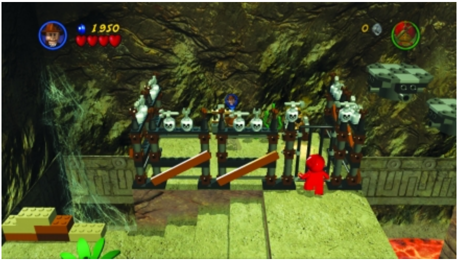
330
Connect controller

Bonus level characters : Indiana Jones, Maharajah

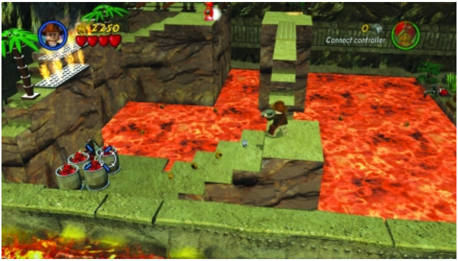
True Adventurer stud requirement: 43,000



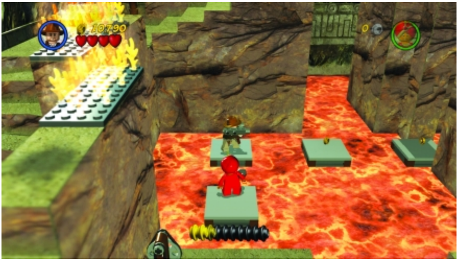
Start off by heading up the stairs and defeating the two Thuggees at the top.



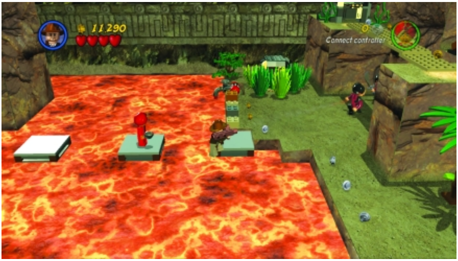
Jump across a gap to the right and turn a red wheel to lower a trio of platforms.



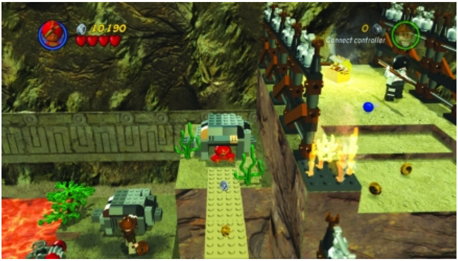
Jump from platform to platform to get into the cage area, where you can pick up a bazooka and pull a lever to open the door to get out.



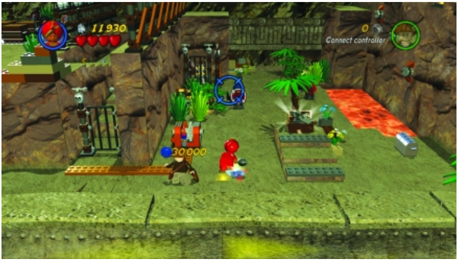
Jump across the gap to the right again, and follow a narrow path toward the camera. When you get to the end, fire the bazooka at several silver barrels of explosives.



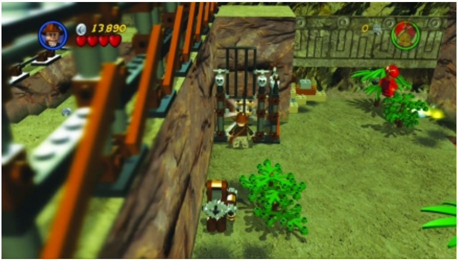
When the smoke settles, turn the red wheel to raise several platforms out of the lava. Jump across these platforms to reach the level's right side.



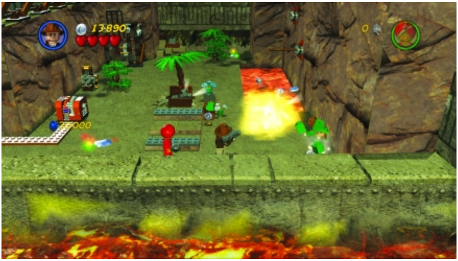
Defeat the Thuggees on the other side using either the bazooka or the whip.



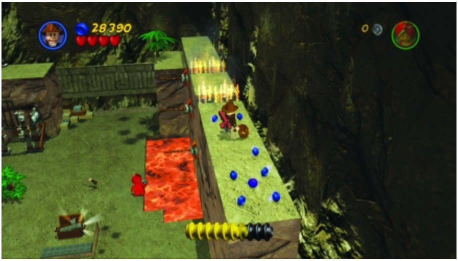
Send the Maharajah through the passageway to the higher level. Follow a narrow path to pull a lever that opens a gate. Head to the right, taking on a few Thuggees as you go.



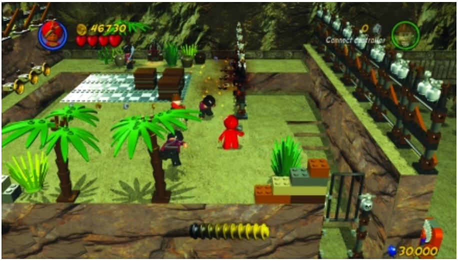
When you reach this larger area on the level's far right side, take control of the Maharajah and use his black sleep potion on the assassins, since Indy's whip won't work on them.



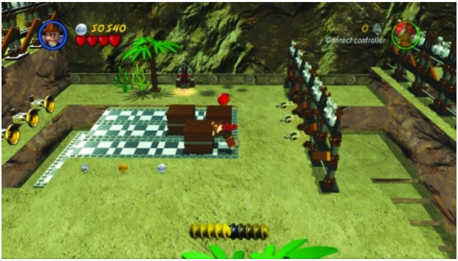
Pull the lever on the area's left side to open a cage; you find a spear in here. Throw it at one of the holes in the right wall.



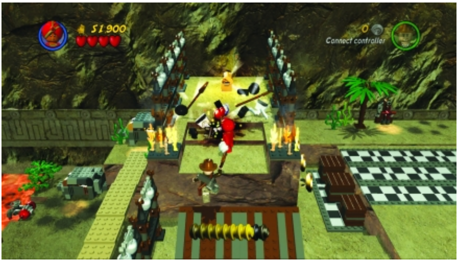
Pick up the bazooka from the chest, and blow up the silver chest to find a shovel. Dig up the two silver rocks in this area, and then blow them up with the bazooka to find more spears. Throw them into the other two holes in the wall.



Use the spears to reach the top of the right wall, where you will find lots of studs. You need to collect 30,000 to open the gate near the orange motor so you can advance.



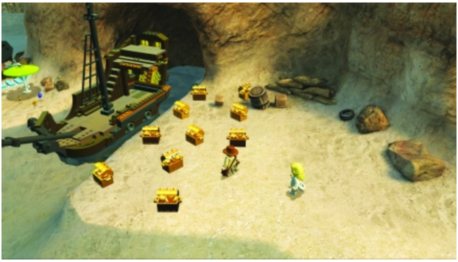
Move through the gate and up the steps. Defeat the Thuggees at the top.



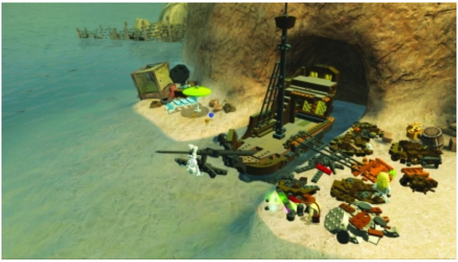
Move the three crates along the checkered tiles to drop each into a pit on the left side. Then turn the red wheel to activate light beams that raise a ramp to the left.

Finally, head up the ramp and fight your way through a couple Thuggee Acolytes to reach the artifact and complete the level.

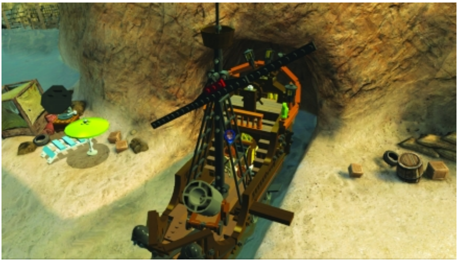
Super Bonus Level: Treasure Trap



Now that you have collected all the artifacts, head down to the southwest corner of this play set and break open those chests.



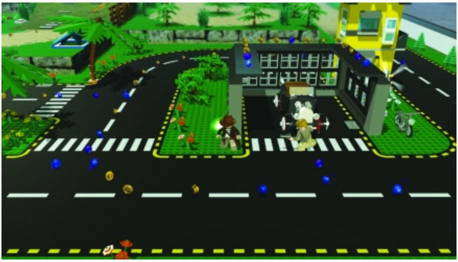
Use all the pieces to build a pirate ship.



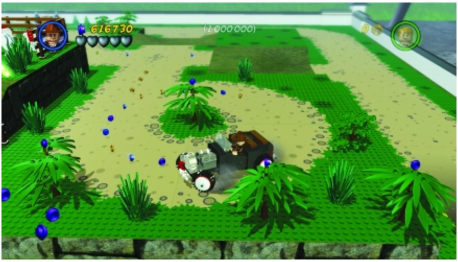
Once it is completed, climb aboard and enter the door leading to the captain's quarters, which is located below the captain's wheel. The cannon will shoot you to the super bonus level.

Bonus level characters: Indiana Jones, Mac

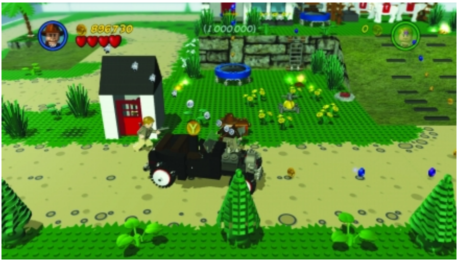
True Adventurer stud requirement : 1,000,000



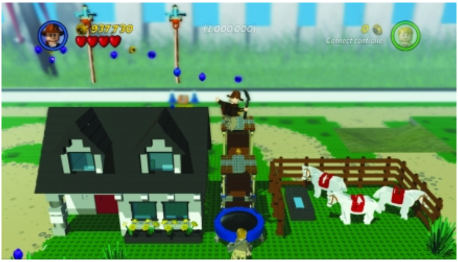
This is similar to all of the super bonus levels. Just collect as many studs as you can. There is a shovel in the yellow house to the right of the garage. Retrieve it and return to this spot to the left of the garage. Dig up a ladder so you can climb to the top of the garage and collect some studs.



Drive around, picking up studs along the roadways and by crashing into plants.



This yard in the middle of the level has several chests you can dig up and then break for studs.



Use the trampolines to reach the platforms. From there, swing across on ropes to get even more studs. Once you get 1,000,000 studs, the level is complete.

Events

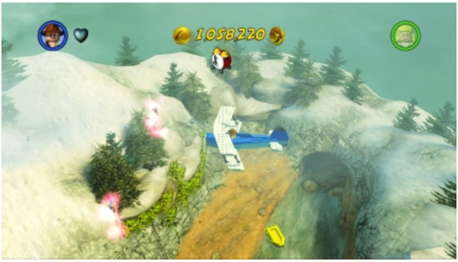
Compete the various events here in addition to the Story mode, Treasure mode, and bonus levels. Some of these events must be completed to unlock characters necessary to access certain levels; all must be completed if you want to score 100 percent.

Stunt Plane Race

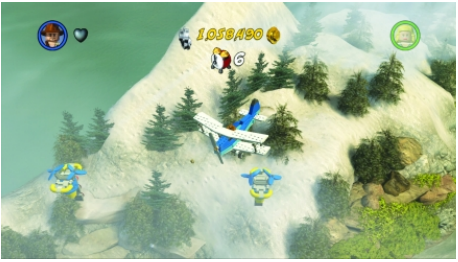
1 157 070
Connect controller

Reward: Unlock British Commander and Scooter

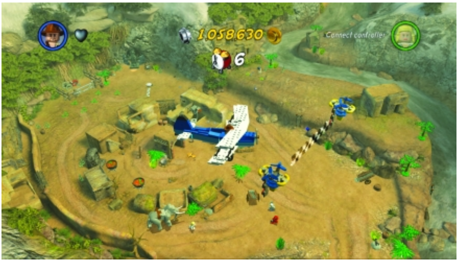
The Stunt Plane is located in the southwest corner of this play set. You must bring along an elephant to stand on the large pressure plate. This will lower the short wall at the end of the runway, unlocking the plane. Then pay 100,000 studs and this beauty is yours.



Fly to Shanghai and head west. Pass through the starting gates located over the cave above Shanghai. Continue west to pass through the first gate.

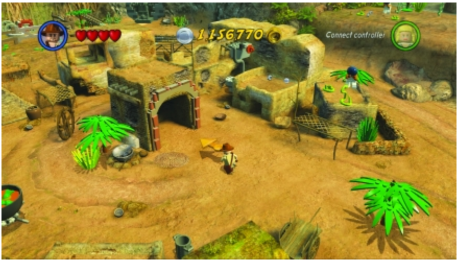


Turn to the south to head toward the village.



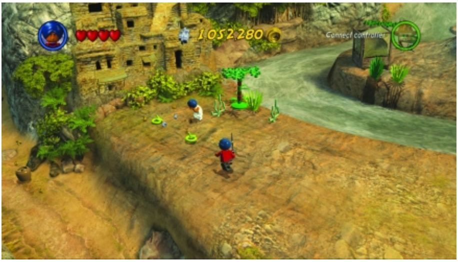
Finally, make a sharp turn to the east to pass through the finish line to the village's east. Once you do this, you can purchase the British Commander for 30,000 studs and the Scooter for 20,000 studs.

Snake Removal

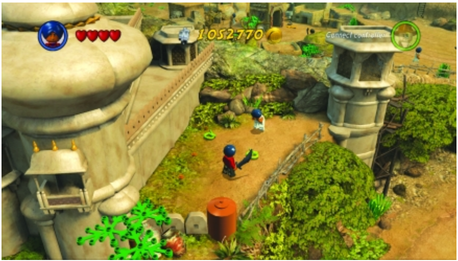


Reward: Unlock Village Elder

There are snakes terrorizing the villagers. Since Indy is afraid of snakes, you must use another character to deal with them, such as the Thuggee or even the Pankot Assassin. There are a couple snakes on a rooftop right in the village. Hit them to dispose of them.

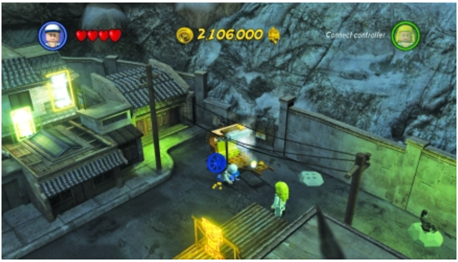


Two more snakes are on the ledge north of the village. Climb up the ladder to reach them and get rid of them.



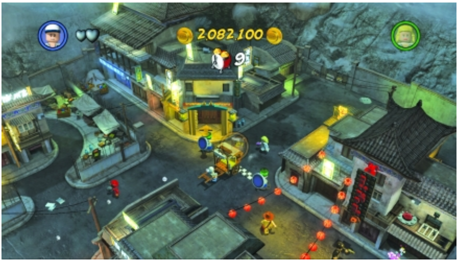
The last two snakes are in the small area to the east of the Pankot Palace. Finish off these serpents and you will then be able to purchase the Village Elder for 75,000 studs.

Rickshaw Race

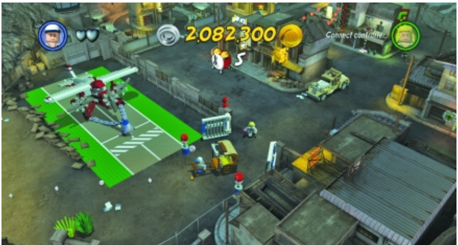


Reward: Unlock Lao Che

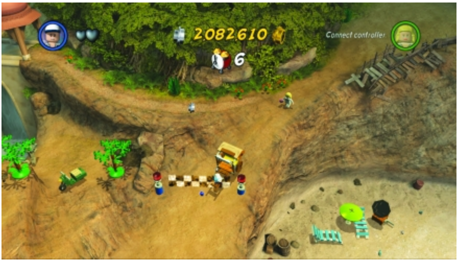
The Rickshaw is located at the northern end of Shanghai. Since it is broken, you will need Short Round and his wrench to fix it. You can then purchase it for 25,000 studs.



The starting gate is right in front of Club Obiwan. Move through it and head southwest.

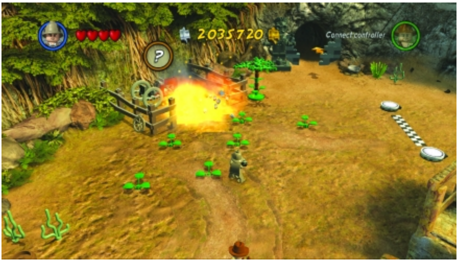


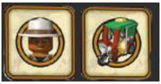
Continue around the airstrip and exit Shanghai.



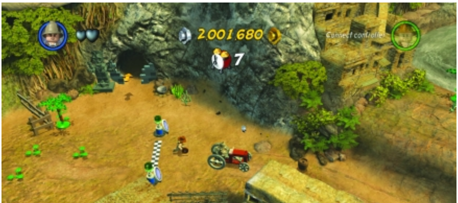
Follow the trail down toward the beach and cross the finish line to unlock Lao Che. You can then buy him for 50,000 studs.

Tractor Race

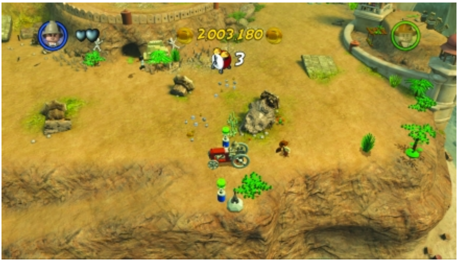


Reward: Unlock Indian Farmer and Tuk Tuk 

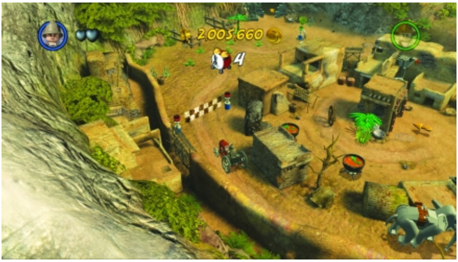
Take the British Commander and his bazooka to the village, and blast the silver gate so you can purchase the tractor for 35,000 studs.



Drive through the starting gate and continue around the village's north side. Then head down the trail toward the suspension bridge.

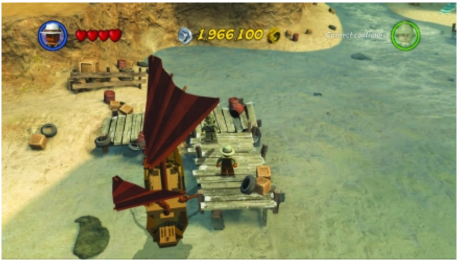


You must make a sharp turn to get through this southernmost gate; then head back toward the village.



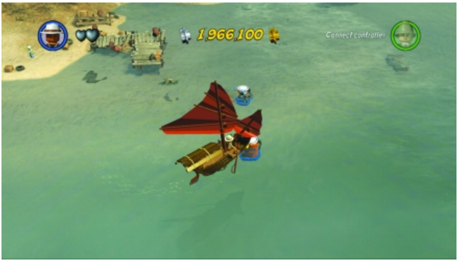
Now drive along the southern side of the village to reach the finish line, which is near where you initially found the tractor. You will unlock the Indian Farmer and the Tuk Tuk vehicle and can purchase them for 20,000 studs each.

Junk Boat Race

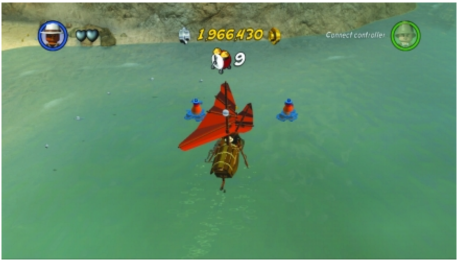


Reward: Unlock Dancing Girl

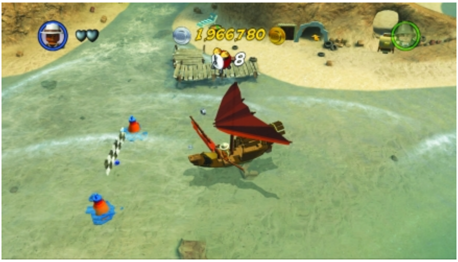
Head down to the beach just west of the river's outlet, and you can purchase the Junk Boat for 35,000 studs.



Sail east to pass through the starting gates.



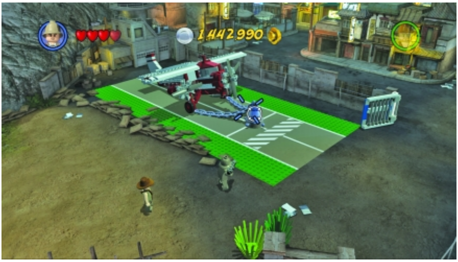
The course takes you north toward the eastern shore, where you must make a tight turn to the left.



Head south and then west to reach the finish line near the river outlet, and then hop back onto the dock to purchase the Dancing Girl for 25,000 studs.

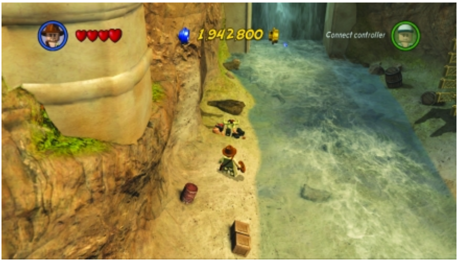
Other Unlockable Vehicles and Characters

Lao Che’s Plane

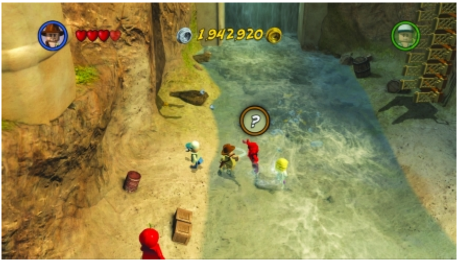


Lao Che’s Plane is located on the airstrip in Shanghai and is locked up with silver chains and a large lock. Bring the British Commander and his bazooka to blast away at the lock. Then you can purchase this vehicle for 100,000 studs.

Mola Ram



You can find pieces of a character on the western bank of the river underneath the spot where the suspension bridge was located.

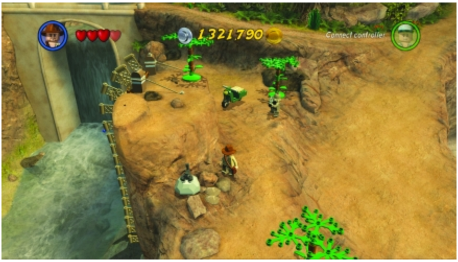


Assemble the pieces to form Mola Ram.

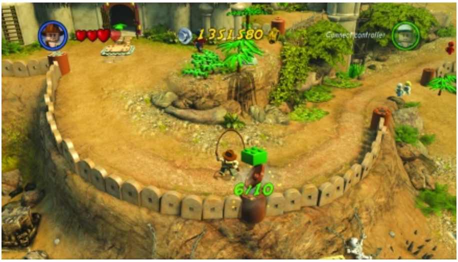
You must then defeat Mola Ram using your whip or other weapons. You can then purchase him for 500,000 studs.

The Colored Bricks

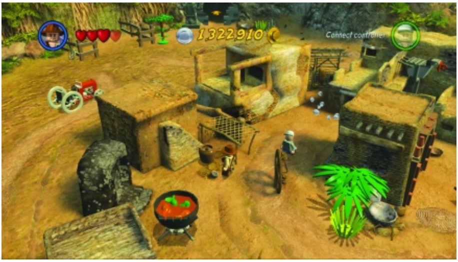
Like the other play sets, this one also contains colored bricks hidden in specific and unique objects. Find all ten of each color to unlock Extras, which you can then purchase.



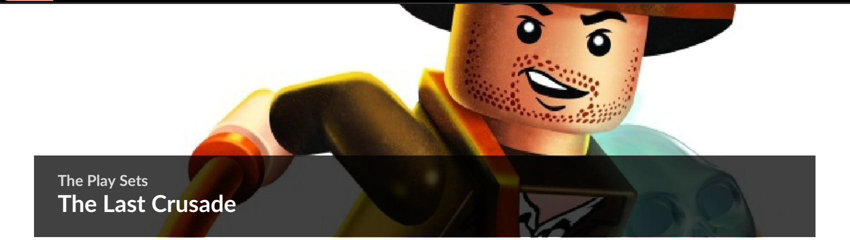
Smash these rocks with a scorpion on top to reveal red bricks. Collect all ten to unlock the Score x6 extra, which you can then purchase for 4,500,000 studs.



The green bricks are all hidden in the short, brown pillars that make up part of the low walls around the Pankot Palace and the bridge. Find them all to unlock the Ice Rink extra. Buy it for 30,000 studs.



These brown jars release a blue brick when you break them. Once you have all ten, you can purchase the Stud Magnet extra for 200,000 studs.



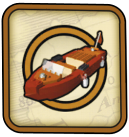
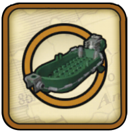
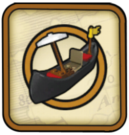
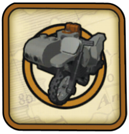
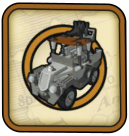
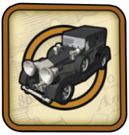
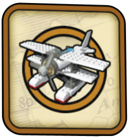
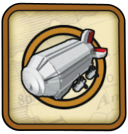
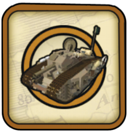
The Play Sets

The Last Crusade

Checklists

Characters

Indiana Jones	Sallah (Fez)	Elsa	Henry Jones
Coronado Sailor	Enemy Guard	Bazooka Trooper	Panama Hat Man
Librarian	Hatay King	Enemy Pilot	Colonel Vogel
Marcus Brody	Grail Knight	Donovan	Enemy Soldier

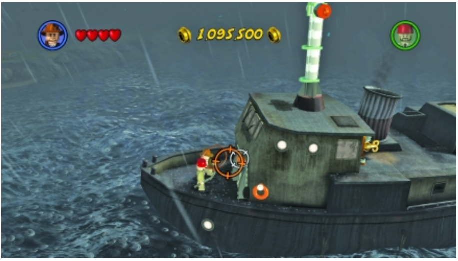
Vehicles		
		
Venice Speed Boat	Green Speedboat	Gondola
		
Bike'n'Side	Army Jeep	Staff Car
		
Biplane	Zeppelin	Tank

Coronado Caper

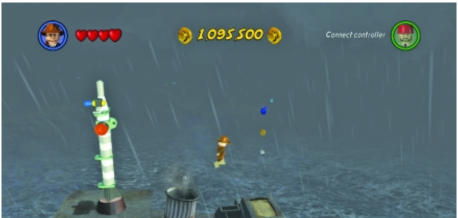
Indiana Jones is after an artifact that had belonged to the famous conquistador Coronado. He has tracked it down to this ship. However, the man who has the artifact is not willing to give it up-and the crew of his ship are not about to let Indy take off with it without a fight.

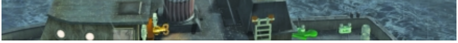
Story mode characters: Indiana Jones, Sallah

True Adventurer stud requirement: 35,000

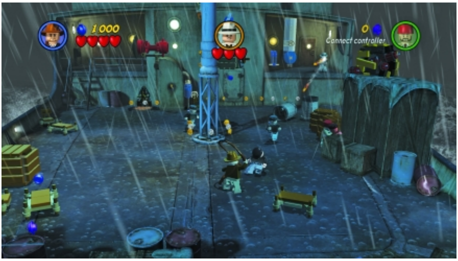


Indy and Sallah begin at the bow of the Coronado. They must make their way to the stern to start the level. Start off by using Indy's whip to pull on the orange handle to open a door.

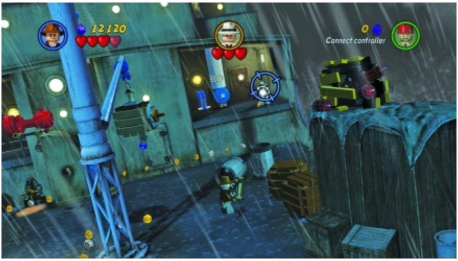




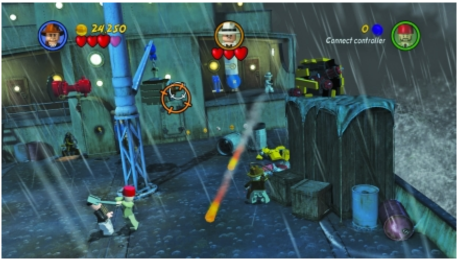
Walk through the opening, and you will be shot up into the air out of the ship's stack. Make your way to the right and then follow the arrow to enter the ship.



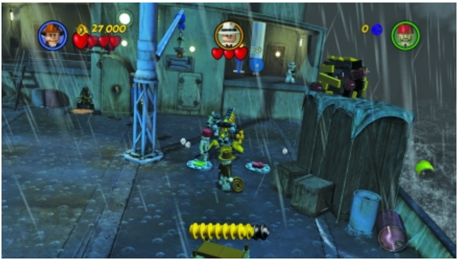
Indy and Sallah are on the cargo deck of the ship. The man in the panama hat is on an upper deck with a machine gun while his crew attack you in hand-to-hand combat. At the start, collect as many studs as possible. There are purple studs at the near, left corner and behind the tall crates on the deck's right side.



Pick up the chairs and small tables to throw at the man in the panama hat. They will not kill him, but they will stun him for several seconds, giving you a chance to get some work done without being shot in the process.

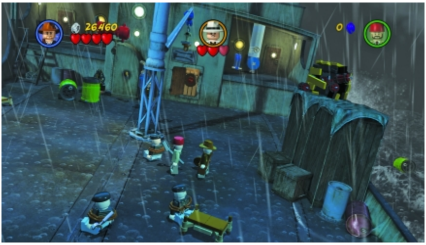


Use the whip to pull on the crate hanging from the crane, and break all the crates on the deck's right side to reveal pieces.

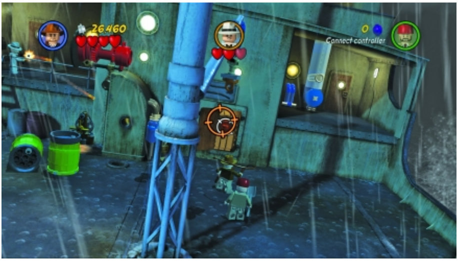


Assemble all the pieces into a harpoon gun as quickly as possible. Remember to throw things at the man on the upper deck or he will make assembly very difficult. Once you have assembled a harpoon gun, stand on one of the pressure switches and Sallah will do the same. After the gun fires, the man with the panama hat will end up on the ship's left side, once again on an upper deck.

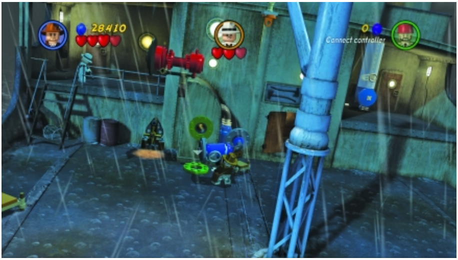
Tip



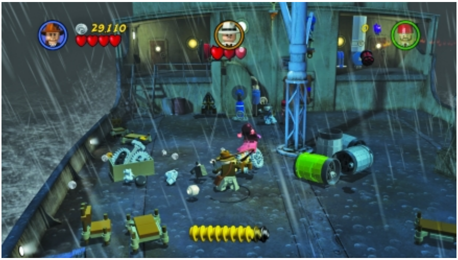
If you are finding it hard to assemble the harpoon gun or do other tasks because the crew is constantly attacking you, tie them up with the whip and then leave them on deck. While they are tied up, no more will appear and it will take them some time to untie themselves.



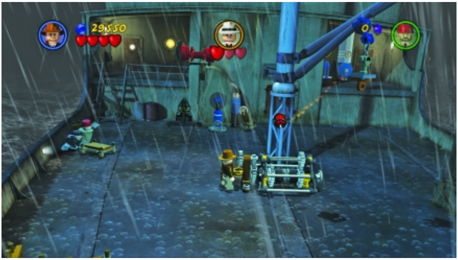
As before, you must worry about the man on the upper deck shooting at you and his crew attacking you. However, after you have stunned the man and dealt with the crew, use the whip to pull on this crate inside a hatchway. Then enter the hatch to pick up a purple stud.



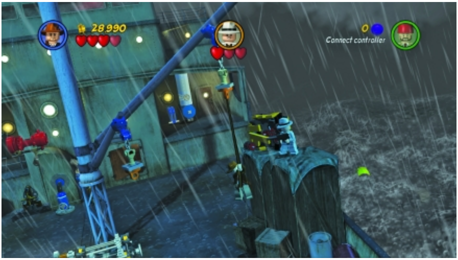
Break the green barrels on the left, and assemble the pieces into a circular pad. Pick up the curved pipe that was in the crate and place it on the pad. Finally, turn the yellow wheel to blow the ship's horn and knock the man overboard.



Unfortunately, a wave washes the man back on board and places him atop the crates on the right-next to a crate of explosives. It is very important to keep him stunned, since a single explosive will break you up. Smash crates and assemble a green pad next to the crane; then carry the crate of parts over to the pad.



Assemble the pieces into a mechanism, and use the key on the left side to turn the crane so it is hanging over the man.



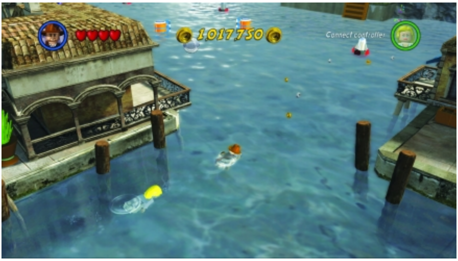
Use the whip to pull Indy up to the lower orange handle. Then jump and use the whip again to grab on to the second and higher handle. From there, jump atop the crate next to the man in the panama hat to knock him down and complete the level.

Brunwald Blaze

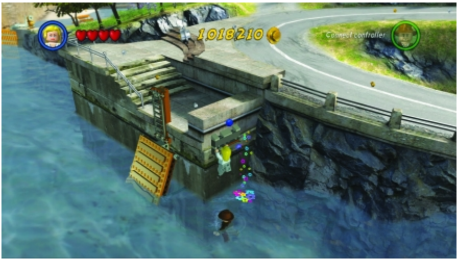
Indiana Jones and Elsa arrive at Castle Brunwald and find Indy's father, Dr. Henry Jones, there. However, Elsa has betrayed the Joneses and is working for the enemy. After taking away Dr. Jones's grail diary, Elsa ties Indy and Henry to chairs as the room erupts in flames.

Story mode characters: Indiana Jones, Henry Jones

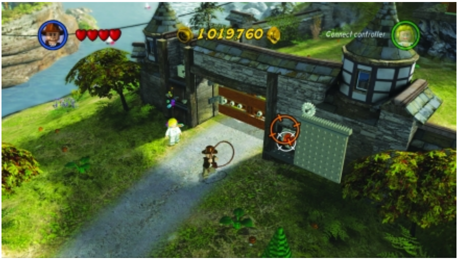
True Adventurer stud requirement: 27,000



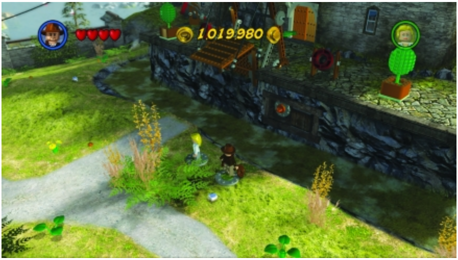
After escaping from the Coronado, Indy winds up in Venice along with Elsa. Take a swim and follow the trail of coins to the north.



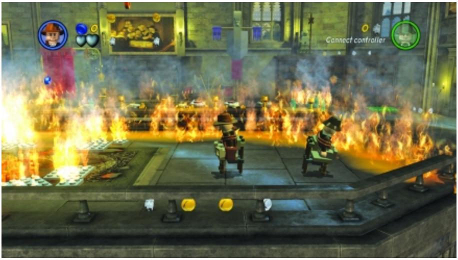
When you reach this dock, switch to Elsa and jump up by the flowery icons to grab on to the handrail. As her weight pulls the handrail down, the dock and ladder will lower so you can climb up and get out of the water.



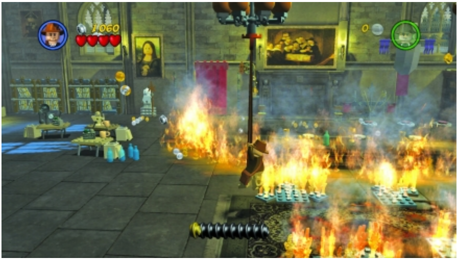
Follow the trail of coins again to this entrance to Castle Brunwald. Elsa must jump up again to pull down a handrail in order to open a door to the right. Now use Indy's whip to pull on an orange handle to open the gates of the castle.



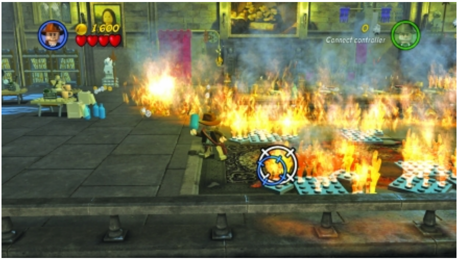
The drawbridge into the main building is up. Walk onto the pressure switches to reveal an orange handle that Indy can pull with his whip to lower the drawbridge. Once it is down, head across and walk right into the building to start the level.



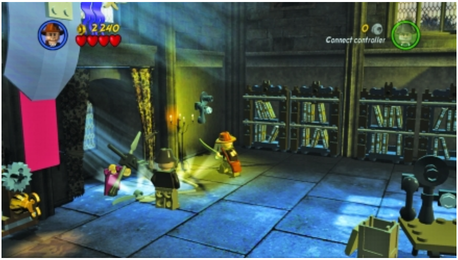
Indy and Henry are tied to chairs and surrounded by flames. Jump up and down several times to break free from the rope.



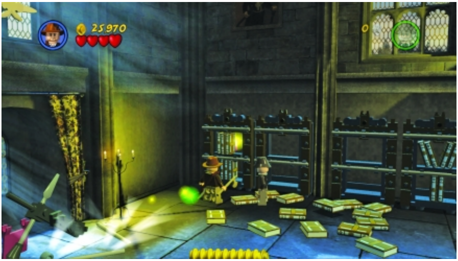
Indy must use his whip to grab on to the orange handle attached to the chandelier. Swing across to the left, jump, and then use the whip to grab on to another handle so you can swing to the left again and drop down on the other side of the flames.



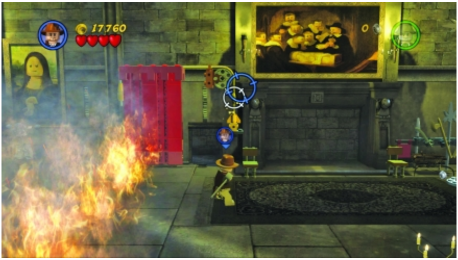
Use the bottles of water next to a table to put out the flames along the large carpet so that Henry can join you.



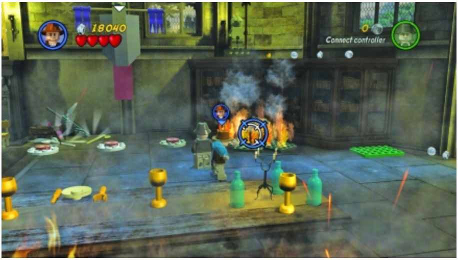
Take some time to whip a lot of things in this area to find studs. If you knock down the weapon holds, you can pick up a sword and use it to break up more things.



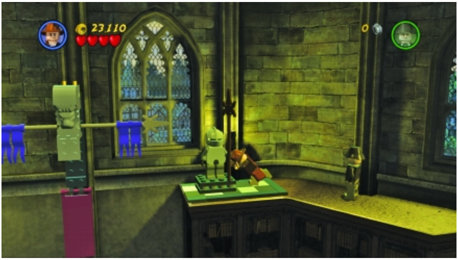
Knock down all the books in the bookcase and then stack them back up to score lots of studs and spell out a name: INDY.



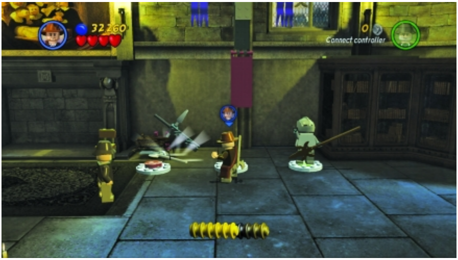
Switch to Henry and have him jump up and grab on to the handrail below the LEGO Mona Lisa on the wall just to the left of the flames. This will open a secret passage. While Henry holds it open, switch to Indy and go through the passage to reach the other side of the flames. Throw the sword at the rope to move a curtain. Turn the key that is revealed; this keeps the passage open on its own so Henry can rejoin you.



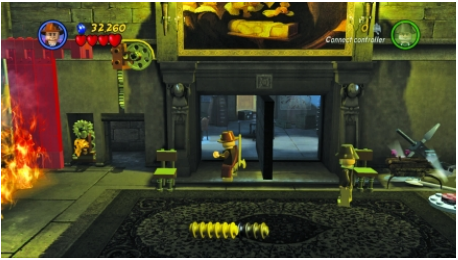
Time to play fireman again. Pick up bottles of water and throw them at the flames surrounding a crate. Then pick up the crate and carry it to the green pad to the right. Use the pieces to assemble a ladder along the side of the bookshelf. However, before you climb the ladder, move along the level's far right side, toward the camera, and whip at the bookcase for more studs.



Now climb up that ladder and push the suit of armor along the checkered tiles and off the edge of the bookcase.



Assemble the pieces of armor down on the floor so the armor is now standing on a pressure switch. Climb onto one of the other two, and Henry will walk onto the third.



This opens a secret door in the fireplace. Move through the opening to complete the level.

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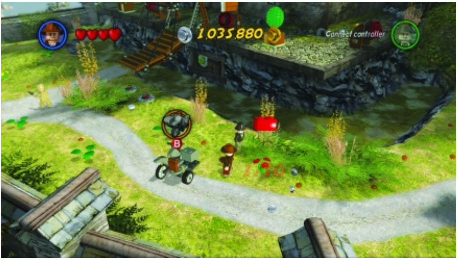
Connect controller

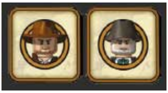
As you exit the castle, you add Henry Jones to your collection. In addition, several Enemy Guards attack. Keep defeating them and then you can purchase this new character for 15,000 studs.



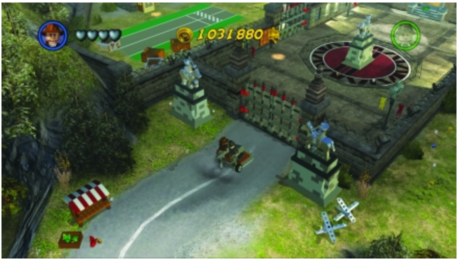
Also purchase the Bike'n'Side for 5,000 studs. It is parked on the road inside the castle yard. You will need it to reach the next level.

Berlin Brawl

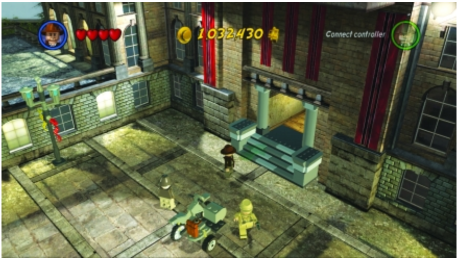
Indy and Henry follow Elsa to Berlin, where they witness a book burning. Unfortunately for the Joneses, Elsa sees them in the crowd and sends her soldiers to get them. This starts a street fight, with everyone joining in.

Story mode characters: Indiana Jones, Henry Jones 

True Adventurer stud requirement: 50,000

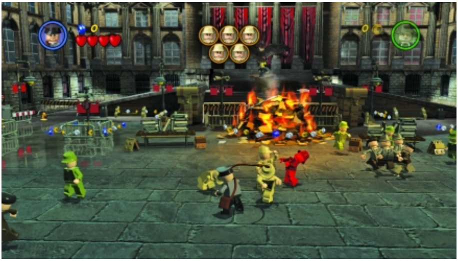


Hop onto the Bike'n'Side and drive out of the castle gate. Follow the road and trail of coins toward Berlin. Smash right through the silver obstacles and drive onto the large pressure plate outside of Berlin to open the gates.

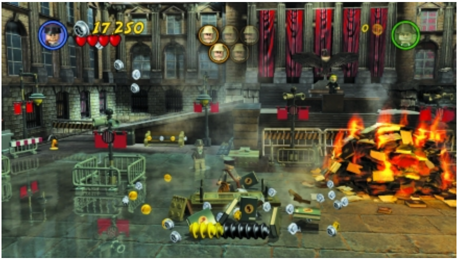


Drive into the main square, and then get off the vehicle so you can walk right into this building to begin the level.

Wave 1

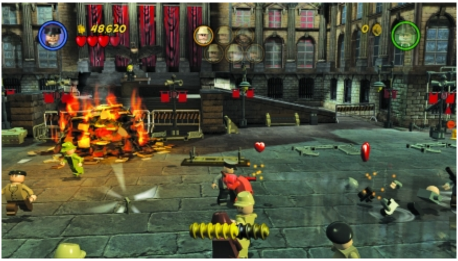


This first wave has only five enemy guards in tan uniforms. Use your whip to hit and defeat a few as you move around the area. Try to pick up one of their pistols and save it for later.



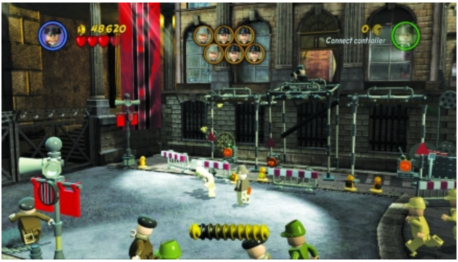
Once you have only two left, tie them up with the whip and then go around breaking everything in sight so you can earn the True Adventurer award. It is much easier to do during this wave than the later waves.

Wave 2

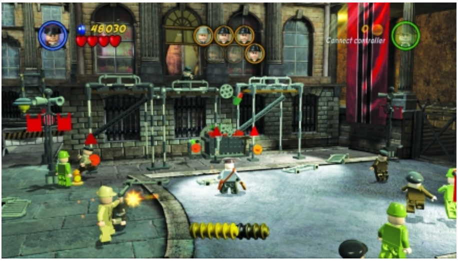


The next wave has four guards in tan uniforms and two machine-gun guards in gray uniforms. Use the pistol to defeat the machine-gun guards first, since they can cause the most damage. Then finish off the rest.

Wave 3

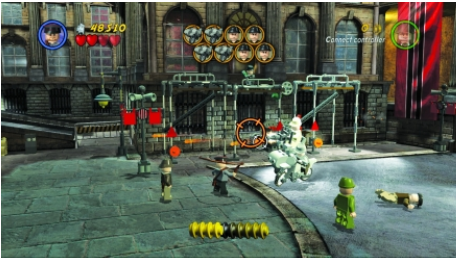


The third wave requires you to defeat two machine-gun guards, two Bazooka Troopers, and two snipers. The Bazooka Troopers appear one at a time on the scaffolding on the area's left side. Pull on the orange handle below them to make them fall to the ground, where you can attack them. Also defeat the machine-gun guards as they come near.

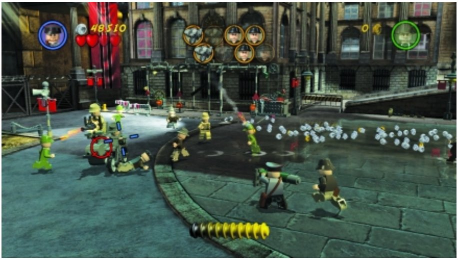


The snipers appear one at a time on the scaffolding on the right side. Once again, pull on the orange handle below them to get them down where you can defeat them. There are also some enemies in tan uniforms who will shoot at you with pistols. While you don't have to defeat them to complete this wave, they are still a threat with whom you need to deal.

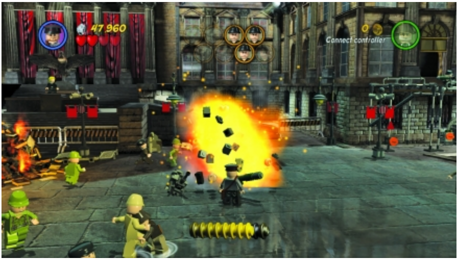
Wave 4



This wave features four Bazooka Troopers who appear one at a time on the right and left scaffolding. There are also four Bike'n'Side enemies. Head to the right and knock down a Bazooka Trooper so you can get his bazooka.

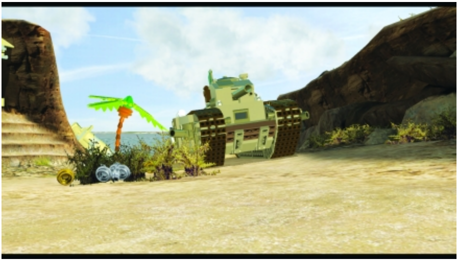


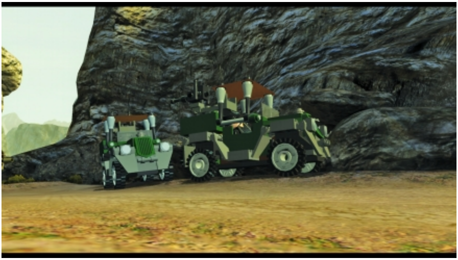
Use the bazooka to go after the enemies in the vehicles. They can be hard to target since they are constantly moving.

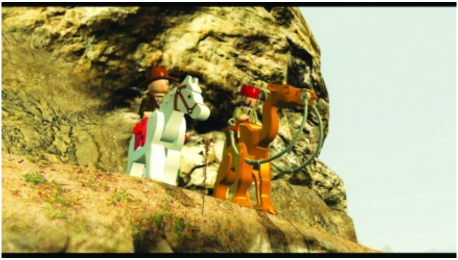


A better strategy is to watch the route they take while driving around, and position yourself right in front of them. Then, without aiming, fire while facing the vehicle as it approaches. A single hit with the bazooka round will destroy the Bike'n'Sides. If your bazooka runs out of ammo, just go after another Bazooka Trooper and take his weapon. Destroy all four and then finish off the remaining Bazooka Troopers.

Cannon Canyon



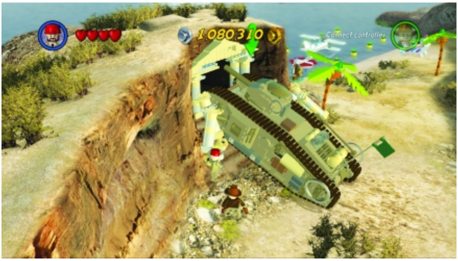




Henry Jones has been captured by the enemy and taken aboard a tank. Indy and Sallah chase after them on horseback. However, some army jeeps have joined up to escort the tank. It looks like Indy has his work cut out for him if he is going to rescue his father.

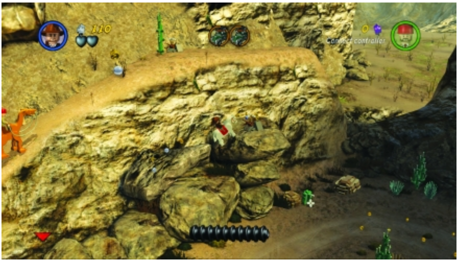
Story mode characters: Indiana Jones, Sallah

True Adventurer stud requirement: 100,000

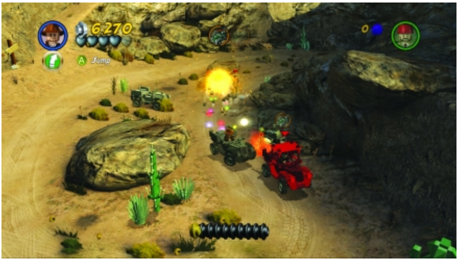


Indy and Sallah are now in Africa. To start the level, use Sallah and his shovel to dig the tank out of the ruins.

Wave 1

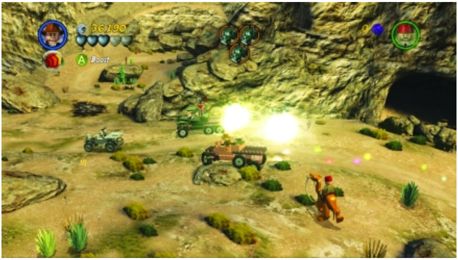


This first wave has only two army jeeps in it. That is not a problem. Ride the horse off the cliff's edge and down to the rocky ledge below to get some studs. Then continue to the ground below and jump into a jeep of your own.

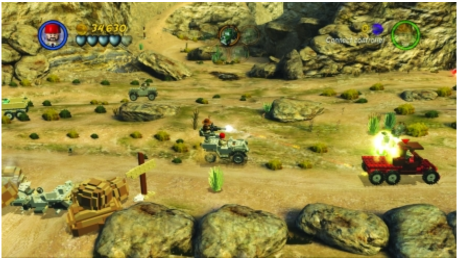


As you have done in the past, follow the army jeeps and try to hit them from behind or on the side. You can cause even more damage if you force them to crash into one of the stone walls along the side of this small course. After defeating both army jeeps, drive around collecting all the studs here before driving down to the next wave.

Wave 2

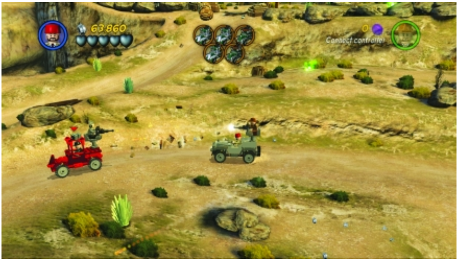


There are two army jeeps and three trucks in this wave. While your jeep from the previous wave can be used against the army jeeps, it won't work against the trucks. Hijack a tan truck when you get close by jumping into it and then use the truck to ram into the green targeted trucks.

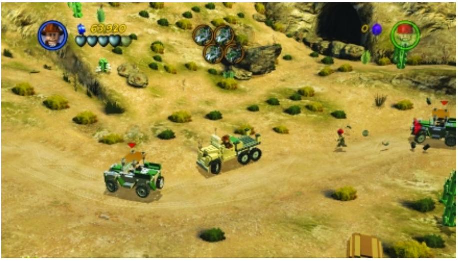


You can also try hijacking a tan army jeep and using its machine gun to blast away at the trucks to defeat them. Drive down to a lower level opened up by the tank.

Wave 3

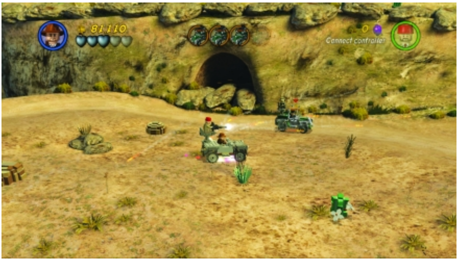


This wave has two army jeeps and three armored jeeps. You can use the army jeep from the previous level if you want to shoot at the two army jeeps to destroy them.

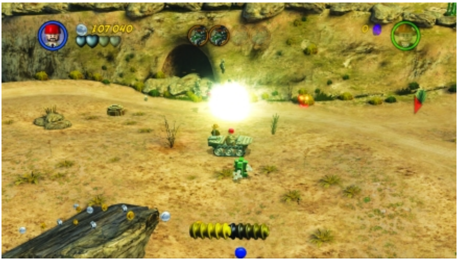


However, for the armored jeeps, you will need to use a truck to crash into them or run them off the road. Once you have defeated this wave, the tank will fire at the roadblock so you can continue down to the next wave.

Wave 4

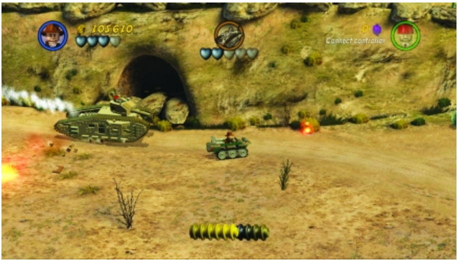


This wave is not too tough, with only four army jeeps. You can easily take them out with your own army jeep. However, the tank is in this area and will fire at you, so keep moving. Try to pick up lots of studs here. There is a trail that leads off to the right. Follow it to find a stash of high-value studs that are easy to miss.

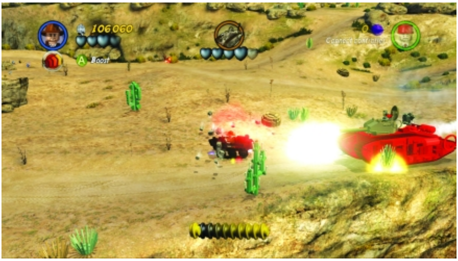


There is a new tracked vehicle you can hijack in this area. It is not fast and does not have machine guns, but you can use it to drop mines from the back. Get some practice using it on the enemy jeeps. Since you can see the route they drive, following the road around in a loop, drop some mines on the road in front of the enemy jeeps. When the jeeps run into a mine, they are instantly destroyed.

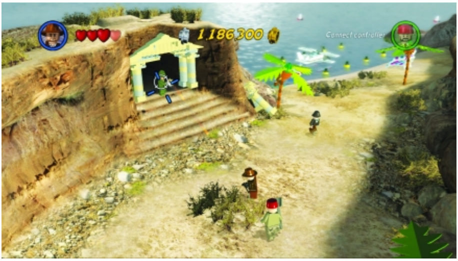
Duel with the Tank



The final wave is just you against the tank. It will start driving around the road. Get in front of it with the tracked vehicle and start dropping mines.

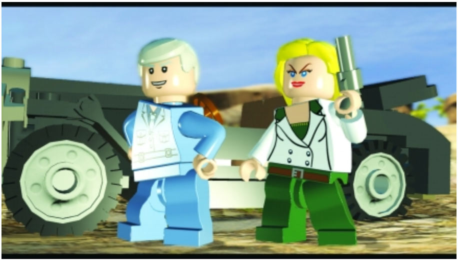


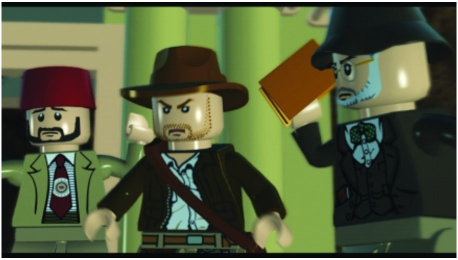
Since the tank is firing at you, zigzag across the road as you drive to avoid being hit. Keep dropping mines right in the middle of the road as you go. It takes five hits to finally defeat the tank.

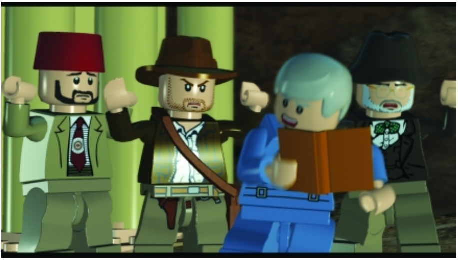


After completing the level, your group will be attacked by enemy machine-gun soldiers. Defeat one and pick up his machine gun and use it against the rest. Once you have taken care of several of these foes, you can purchase the Enemy Soldier (Machine Gun) for 20,000 studs.

Trial and Terror



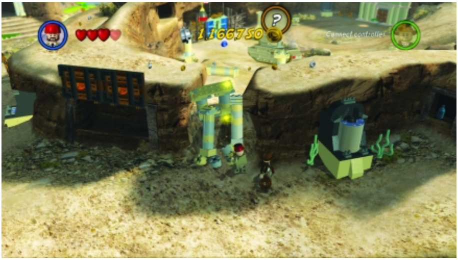




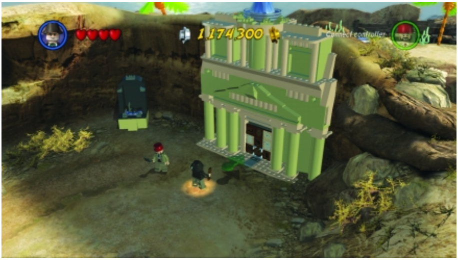
Indy, Henry, and Sallah finally reach the grail temple. However, Elsa and Donovan are waiting. While holding the three at gunpoint, Donovan takes the grail diary and enters the temple to get the grail and its power.

Story mode characters: Indiana Jones, Sallah

True Adventurer stud requirement: 38,000

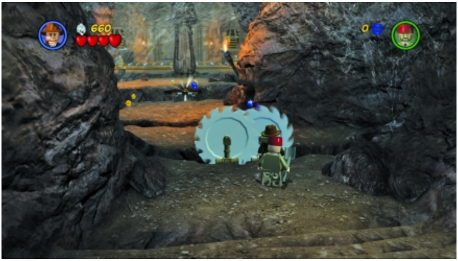


To reach the next level, follow the pathway to the east and use Sallah and his shovel to dig a way through these ruins.

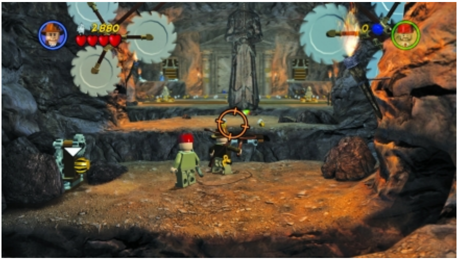


You will need to use Henry Jones to get into the temple. Repeat the pattern as it appears on the door to open it and start the level.

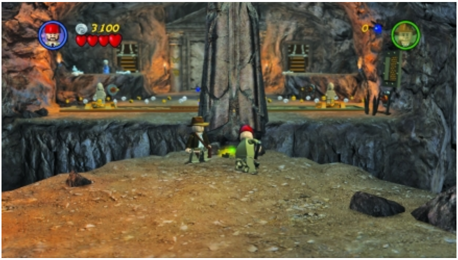
The Grail Trials



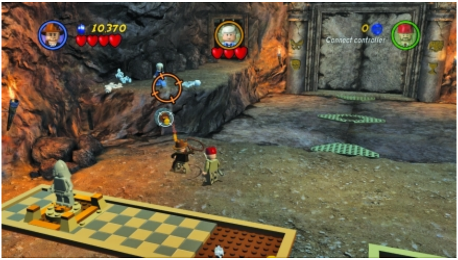
Indy and Sallah enter the temple and must first get past a series of saw blades. For the first two sets, it takes timing. Wait for the blades to pass, then jump over the trench to reach the other side.



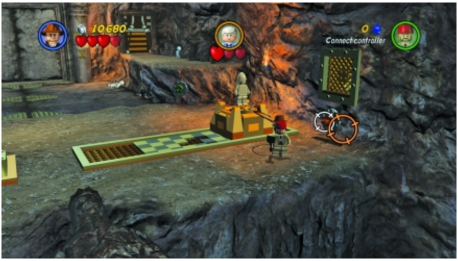
To get past the third saw trap, wait until the swinging sets of blades move away, then use your whip to grab a key on the chasm's other side. Place the key into the mechanism on the left to stop the swinging saws and extend a bridge across the chasm.



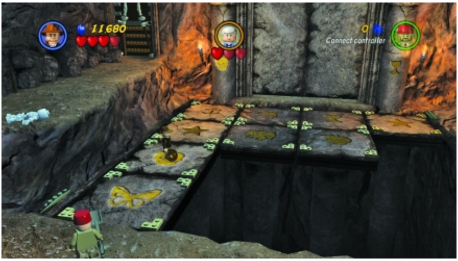
Move across the bridge and then have Sallah dig at the base of the knight statue to knock it down so you can cross to the other side.



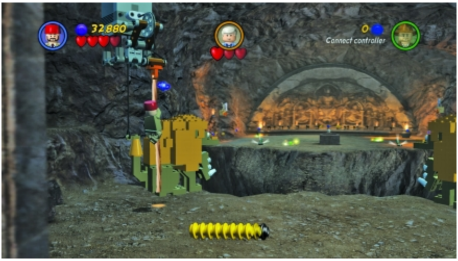
Donovan is in this next area. He will shoot at you from an elevated walkway on the left side. Use the whip to pull on the orange handle below him to cause spikes to rise up and take away one of his health. When he goes to the right side, do the same thing and hurt him some more.



Donovan runs away. Now use Indy's whip on the handle on the right wall, and release some pieces from an alcove. Use these pieces to fix a checkered tile floor; then push the two knight statues along these tiles toward the center so you can continue.

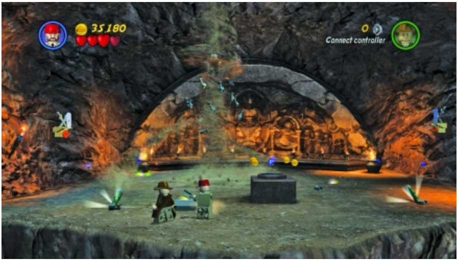


The floor at the area's far end slides away, revealing 16 squares, each with a different pattern on them. Note the pattern on the edges of the doorway. Jump onto only those squares that appear on the sides of the door to get across. If you land on any of the other squares, you will fall and break up.

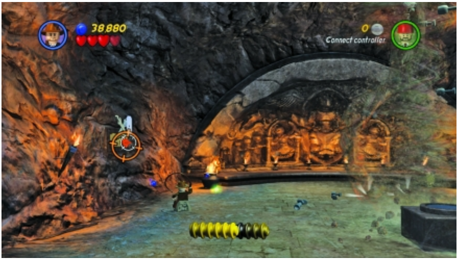


When you reach the next area, jump up and grab on to one of the ropes. Then switch to your other character and jump onto the second rope. This will release sand from the mouths of the lion statues and will reveal a walkway across the chasm. Get to the other side for the finale.

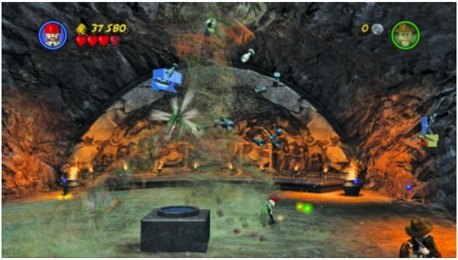
Duel with Donovan



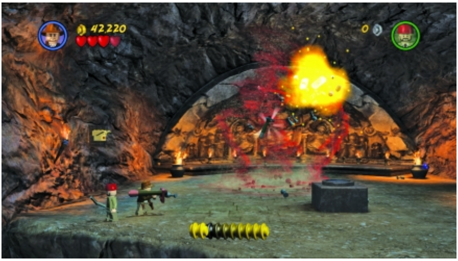
Donovan drinks from one of the cups and is transformed into a vortex of wind. Pick up the bazooka lying on the ground. However, since Donovan is only air, the bazooka has nothing to hit to detonate.



It is time to add some substance to the vortex. Use Indy's whip to pull on the handles located on both sides of the area; this releases debris that the vortex will pick up. As you go about doing this, watch out for the vortex since it will pick you up as well.



Switch to Sallah and use the shovel to dig up chests where sparkling lights appear on the ground. The vortex will suck these up too.

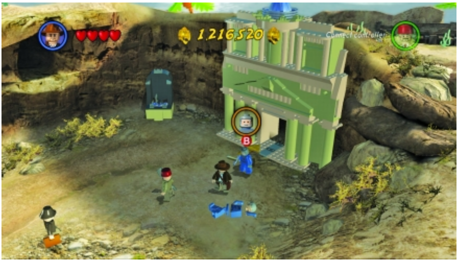


Now that the vortex is filled with solid matter, fire the bazooka toward it. It will suck in the round, which hits one of the objects and explodes, causing damage to the vortex. Keep firing bazooka rounds into the vortex until you have defeated Donovan and completed the level.

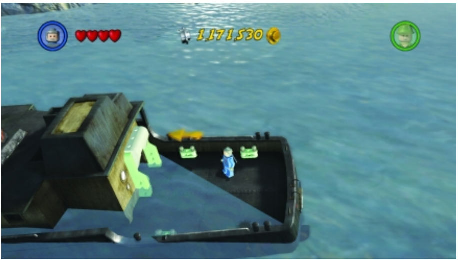
Treasure Mode

Head back to those same locations from the Story mode and complete new levels so you can earn some artifacts.

Crab Cake Confusion



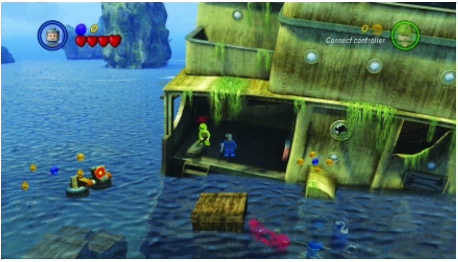
After completing the Story mode, the Grail Knight is unlocked next to the grail temple. Purchase him for 45,000 studs; you will need him for the first Treasure mode level. You will also need a character with a gun such as the Enemy Guard or the Enemy Soldier (Machine Gun).



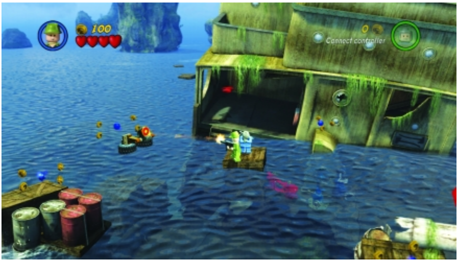
The SS Coronado is now a destroyed ship floating in the sea along the eastern side of this play set. Swim out to it and climb onto the stern, or the back part of the ship. Then walk inside to begin the level.

Treasure mode characters: Grail Knight, Enemy Soldier (Machine Gun)

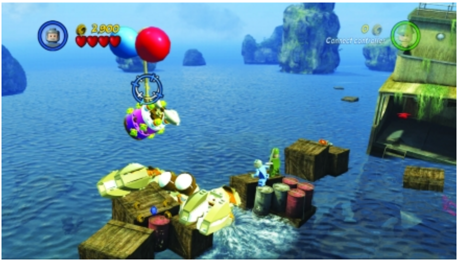
True Adventurer stud requirement: 29,000



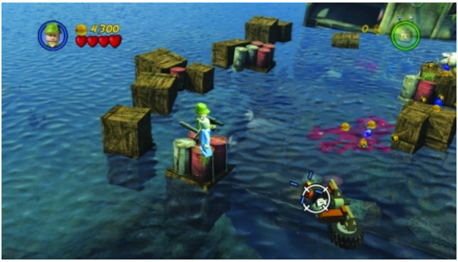
The objective of this level is to make your way across a series of floating crates to reach the treasure. However, a couple of large sea creatures stand in your way.



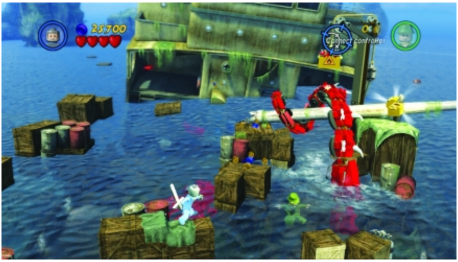
Take control of the Soldier and jump out to the first crate. Aim at the target to the left, and fire to cause another crate to float up.



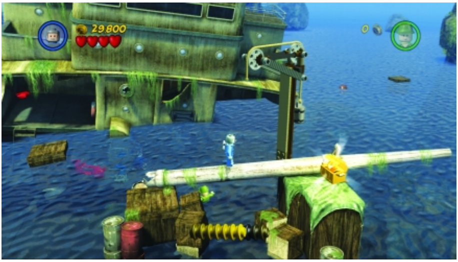
Switch to the Knight and jump across to the crate with the target, then to the new crate, and then across to the crate with the barrels next to it. A giant crab blocks any further progress. Throw the sword at the rope attaching the cake to the balloons. When the cake falls, the crab will grab it and head back down to the depths.



Jump across more crates and then switch to the Soldier to shoot at another target. This brings more crates floating up to the surface. Continue advancing to the new crate and then jump across to the right to pick up a couple purple studs.

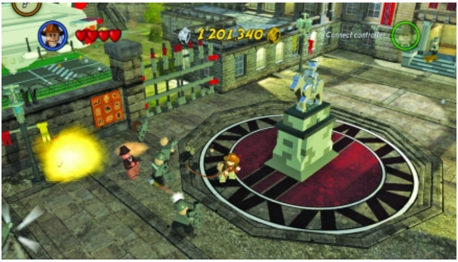


Now throw the Knight's sword at the rope holding a crate of explosives aloft. It will fall and explode on a tentacled arm of another giant sea creature, causing the arm to move out of your way.

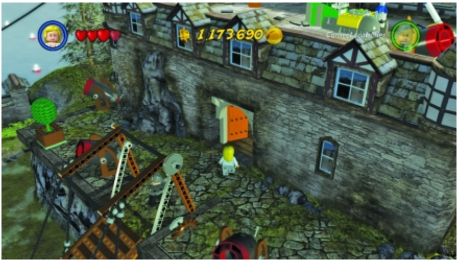


Finally, get over to the broken mast and walk across it to reach the artifact and complete the level.

Castle Quench



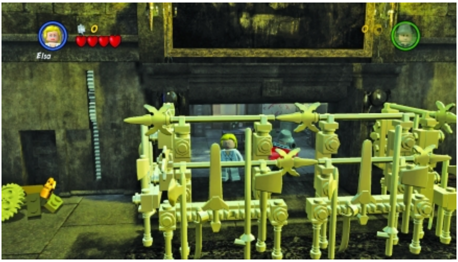
The next level requires a character with a bazooka, so head back to Berlin, where you will be attacked by several of these enemies. Hit them with the whip, and then pick up one of the dropped bazookas to use against the rest. Once you have defeated all of them, you can purchase the Bazooka Trooper (Crusade) for 30,000 studs.



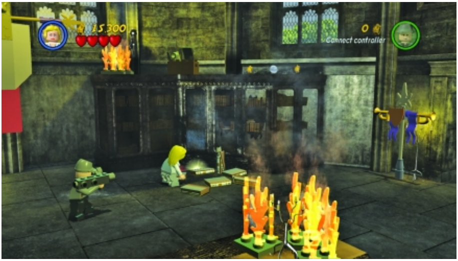
Now take the Bazooka Trooper and Elsa to Castle Brunwald and enter to start the level.

Treasure mode characters: Elsa, Bazooka Trooper (Crusade)

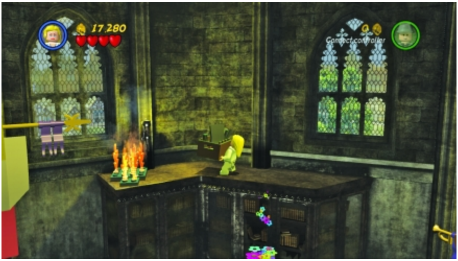
True Adventurer stud requirement: 37,000



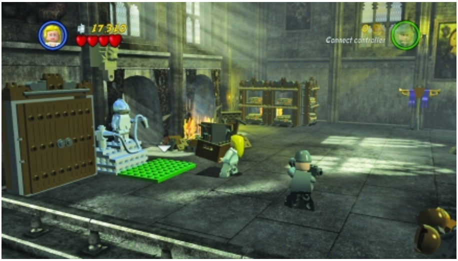
Start off by using the bazooka to blow away the barrier that locks you into the area by the fireplace.



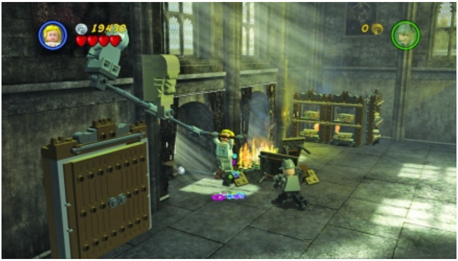
This area still has small fires raging all over. The objective is to put out all ten fires. To get started, head to the right and assemble these books into a step.



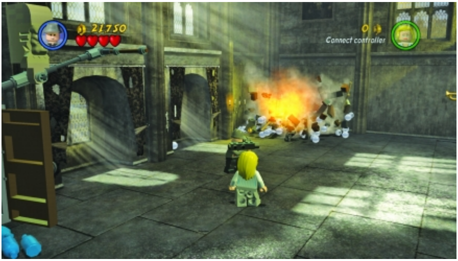
Elsa can now jump up to the top of the bookcase and grab the crate of parts.



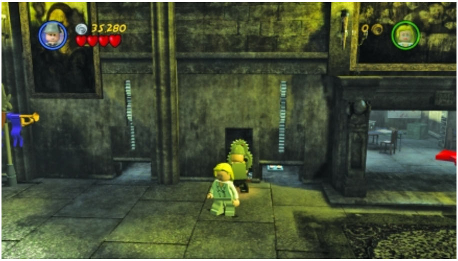
Carry them to the room's left side, and place them on the green pad. Assemble the pieces into a lever. Fire the bazooka at the armor to blow it up and then reassemble it.



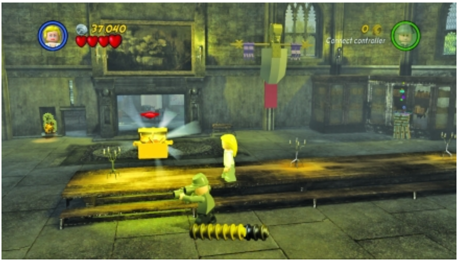
Switch back to Elsa and jump up at the flowery icons to grab on to the lever. This opens the cabinet, where you will find a large stock of water bottles.



Take a water bottle and throw it at the nearby fire to put it out. To access some of the fires, like the one in the back left corner, you will need to blow through some rubble with the bazooka and then dowse the fire with a water bottle. Be sure to pick up a purple stud hidden in one of the window alcoves along the left wall.

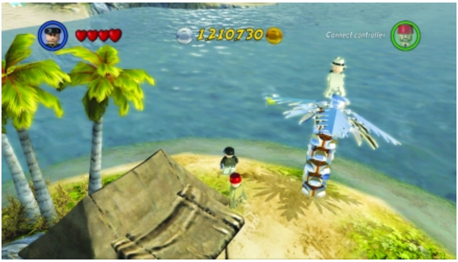


At the back of the room next to the fireplace, assemble some pieces. Turn the mechanism to open the secret passageway, where a fire is hidden. Put it out.

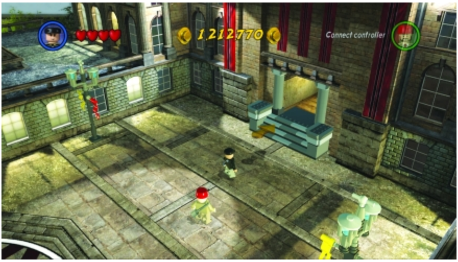


Keep putting out the fires throughout the rest of the room. After you extinguish all ten, grab the artifact to complete the level.

Perilous Parking



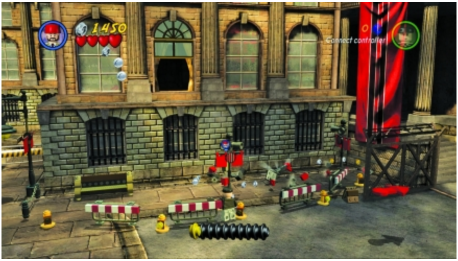
You need another character for this level. Swim out to the island by the SS Coronado, and fight against the sailors until you defeat them all. You can then purchase the Coronado Sailor for 25,000 studs.



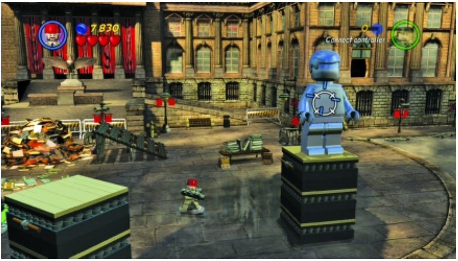
Send Sallah and the Sailor to Berlin to start this level.

Treasure mode characters: Sallah, Coronado Sailor

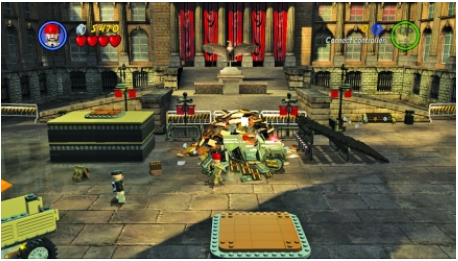
True Adventurer stud requirement: 18,000



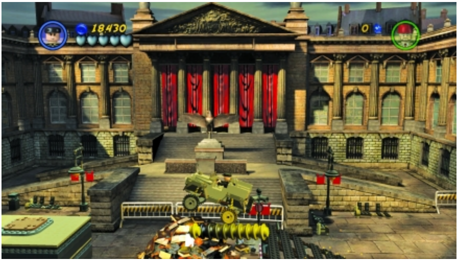
This level requires you to park vehicles on four different pressure plates. You can only get certain vehicles onto some of the plates, so it will take some careful driving to complete this task. Start off by breaking a crate on the right side to find a bazooka. Pick it up.



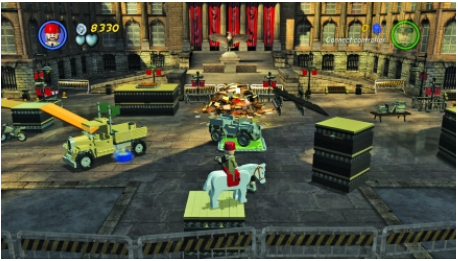
Use the bazooka to blow up the two large LEGO man statues in the area. This clears the way for your parking job.



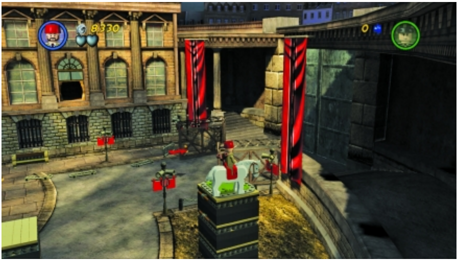
Dig out the jeep with Sallah's shovel, and then drive it to the area's right side.



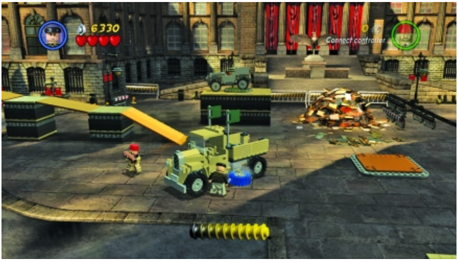
Now drive toward the left. Use the ramp by the stack of books to jump across to a large platform with a pressure plate on top. This is one of the toughest parts of the level. It may take several attempts to get just the right speed to clear the books and not overshoot the platform.



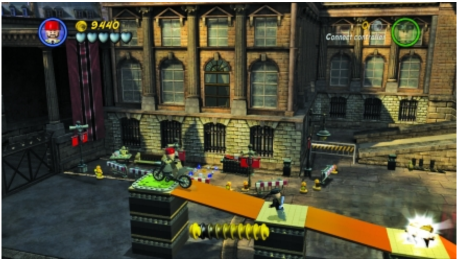
Hop on the horse and jump onto these narrow platforms—starting with this one in the center of the level.



Jump from platform to platform until you get the one on the far right with the pressure plate. Dismount and park the next vehicle.

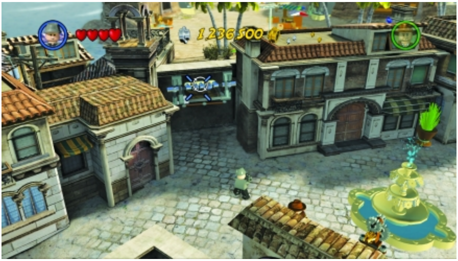


Use the Sailor's wrench to repair the truck, and then drive it onto the large pressure plate just to the right.

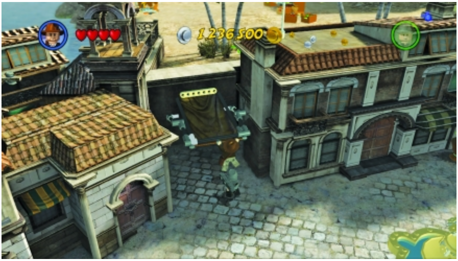


Finally, hop on the motorcycle and ride it up the ramps to the last pressure switch. The artifact will appear on one of these platforms. Go grab it to complete the level.

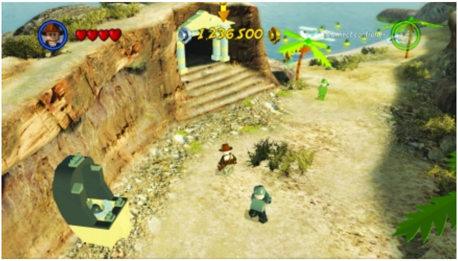
Canyon Quest



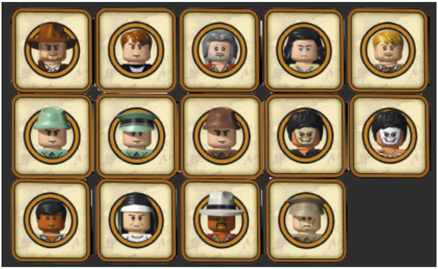
This level is in Africa. To get back to this area, you will need the Bazooka Trooper to shoot at the silver part of this awning in the western section of Venice.



Then jump up and pull down on the awning to open it. To keep it open, jump onto the awning and then up to Africa.

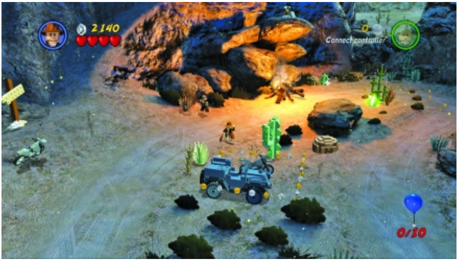


Head into these ruins with any characters to start the level.

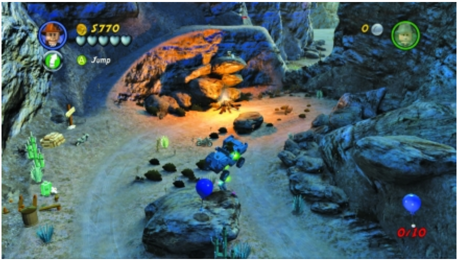


Treasure mode characters: Any

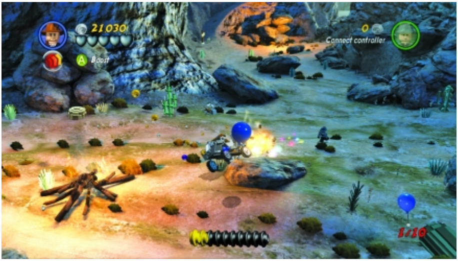
True Adventurer stud requirement: 125,000



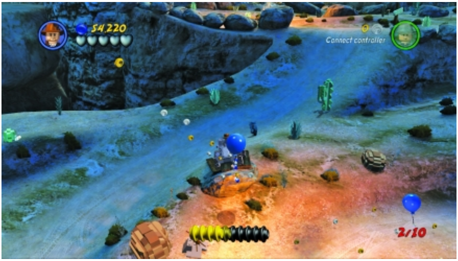
This is a driving level. If you have unlocked and purchased vehicles, they will be available here as well. However, all you need to complete this level is the jeep or motorbike, which are already included. Remember to drive around picking up all the studs you can find. You will need to get just about all of them to earn the True Adventurer award.



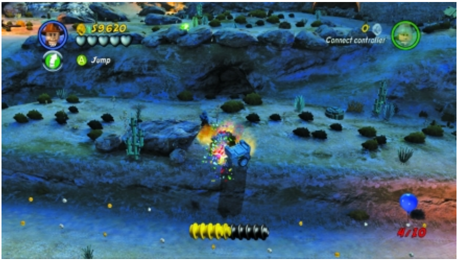
The objective is to pop all ten balloons. The first area has only one balloon. Get the Jump power boost and then jump onto this rock to pop the balloon.



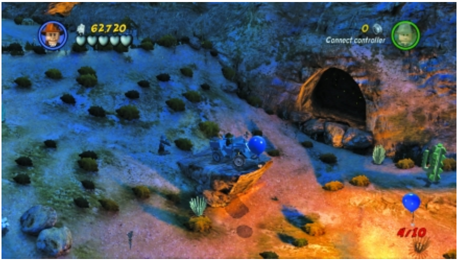
Drive down to the second area. Pop this balloon by using the rock as a ramp and driving into it. Also scour this area for studs—especially those along the left edge. Just be careful not to drive over the edge.



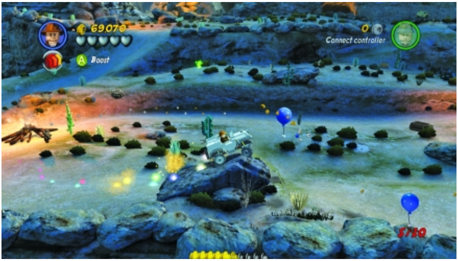
As you are driving down into the third area, drive up this wooden ramp and jump into the third balloon.



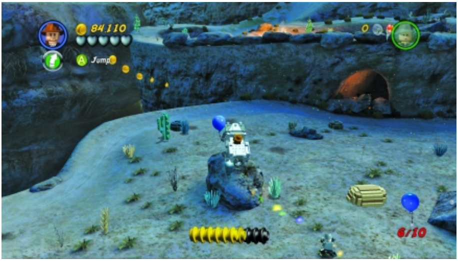
Drive to the right along the elevated ridge and off another rock to get the fourth balloon.



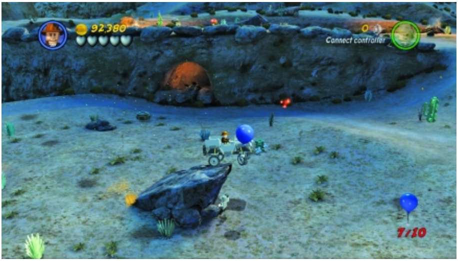
The fifth balloon is on the area's far right side. Drive off this stone ramp to pop it.



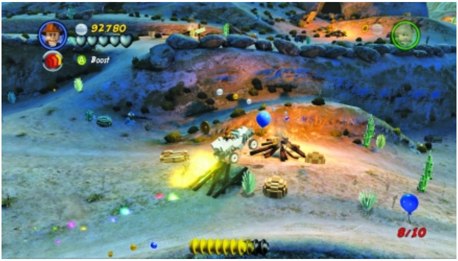
The last balloon in this area is in the center along the bottom. Jump another ramp to bring your total up to six.



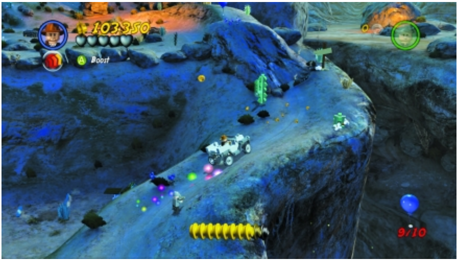
There are four balloons in this last area. Get this one on the left side.



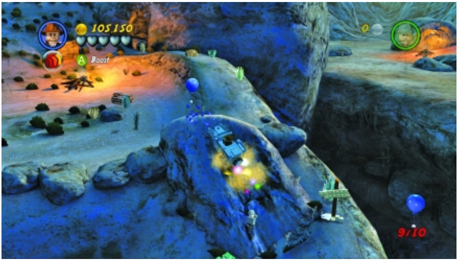
The eighth balloon is in the center. Make another ramp-assisted jump to get it.



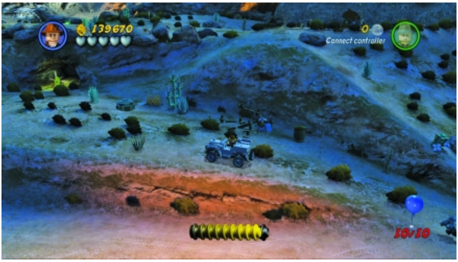
Drive to the right and then jump off this wooden ramp toward the fire to pop balloon number nine.



Finally, follow this steep trail up from the right side to reach the tenth balloon.

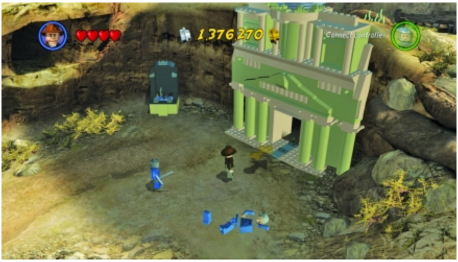


Jump off this ramp into the third area to pop the last balloon and pick up lots of studs.



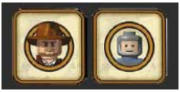
The artifact is located at the back of the third area. Just drive right into the artifact to complete the level.

Chalice Challenge

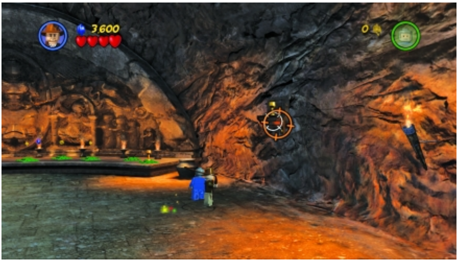


This level is not too difficult. You will need Indy and a character with a sword to complete it. Take along the Grail Knight, since he is located by the grail temple anyway.

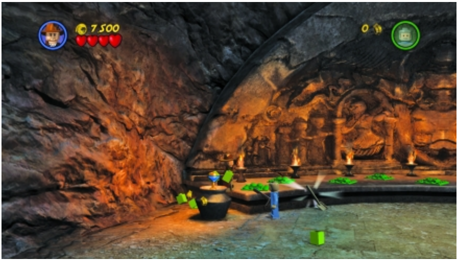
Treasure mode characters: Indiana Jones, Grail Knight



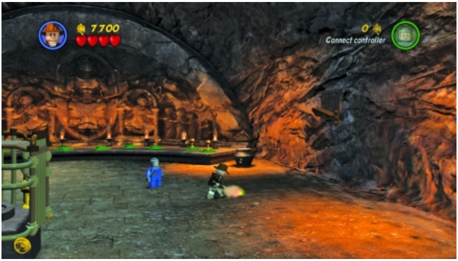
True Adventurer stud requirement: 30,000



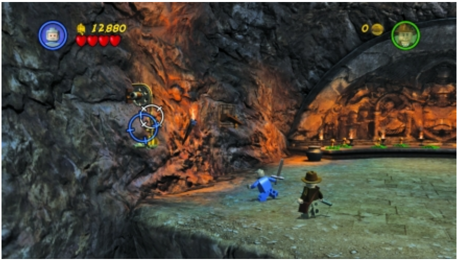
The object of this level is to collect ten chalices and place them on the green pads at the room's far end. Start off with Indy. Use the whip to pull on the orange handles on the walls on each side of the room. When the chalices drop (one on each side of the room), pick them up and carry them to the green pads.



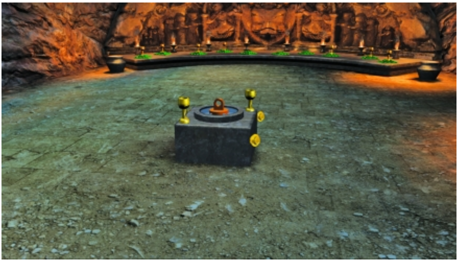
Break the trees at the room's rear to find two more chalices. Place them on the pads and then pick up the shovel near the left planter container. You can also find a purple stud behind the right planter.



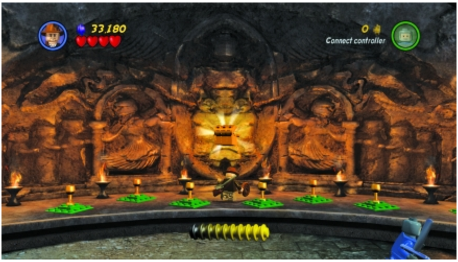
Use the shovel to dig in three spots that are lit up to find three more chalices.



Switch to the Knight and throw the sword at the ropes on both the left and right sides of the room.



This will pull up a cage to reveal two more chalices. Use Indy's whip to pull on the handle to get the last chalice.

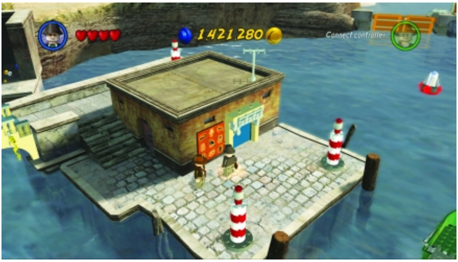


Place all the remaining chalices on the pads to reveal the artifact. Grab it to complete the level.

Bonus Levels

In order to access the super bonus level, you need to get the artifacts from each of the bonus levels and from the Treasure mode levels.

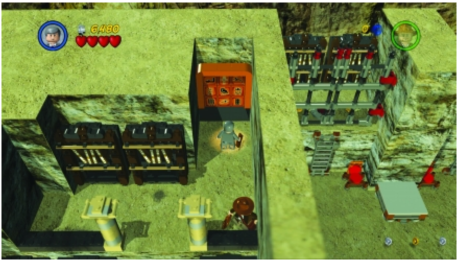
Venice Library



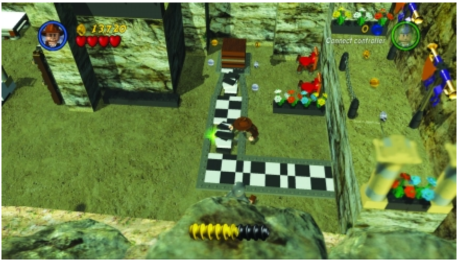
The first bonus level is in Venice. Cross over the small bridge to reach this building. Then use Henry Jones or Marcus Brody to decipher the hieroglyphics. Follow the pattern to open the door, and then enter the building to begin the level.

Bonus level characters: Indiana Jones, Brody

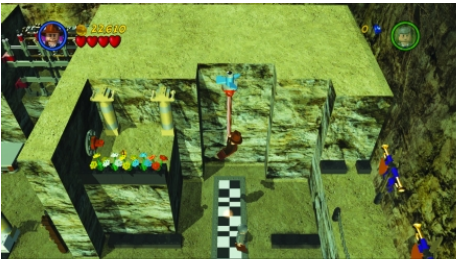
True Adventurer stud requirement: 24,000



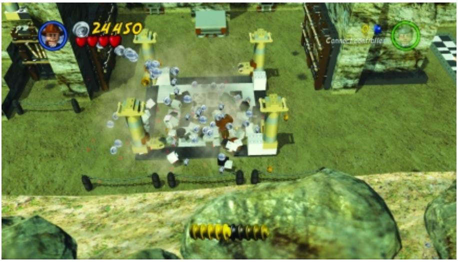
Smash things for studs at the start, and then use Brody to unlock the hieroglyphics. This will open a gate to the right.



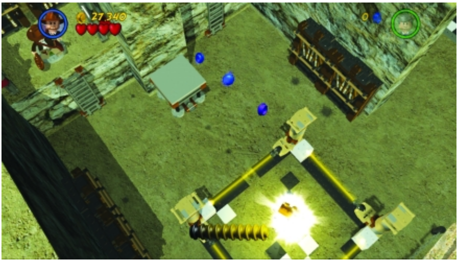
Head to the level's right side, and then repair the checkered tiles. Push the crate along the tiles, and then use it to jump onto the ledge on the right side.



Jump over to the rope and swing across to the platform to the left. Once there, use the whip to pull on the orange handle, which opens the second gate in the center area.

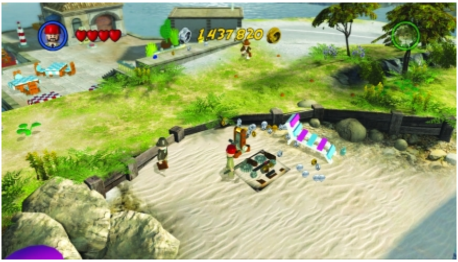


Bust up all of the tiles in the middle to collect some more studs.



Now climb up the ladders at the back of the level, and stand on the pressure switches to activate an elevator and some light beams; the artifact also appears. Ride the elevators to the top, and jump down onto the artifact to get past the light beams and score more studs.

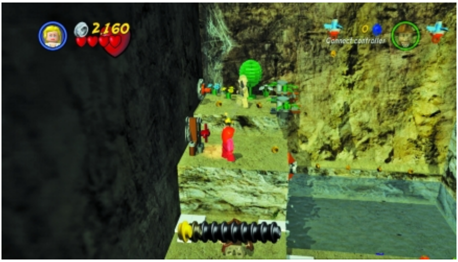
Beach Pit



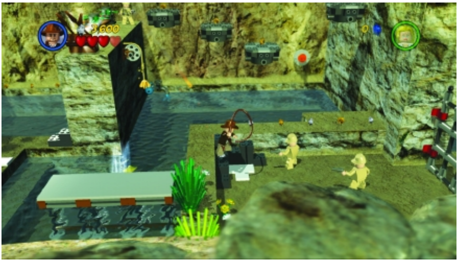
Take Sallah to the eastern end of Venice, and dig up a spot on this beach to find some pieces. Assemble them into a lever, and pull it to open a trapdoor that leads to this bonus level.

Bonus level characters: Indiana Jones, Elsa

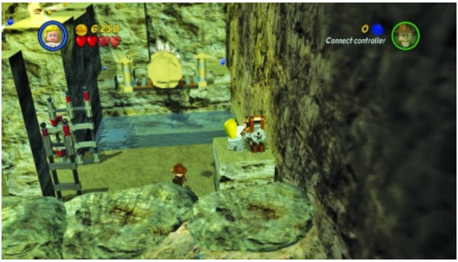
True Adventurer stud requirement: 18,000



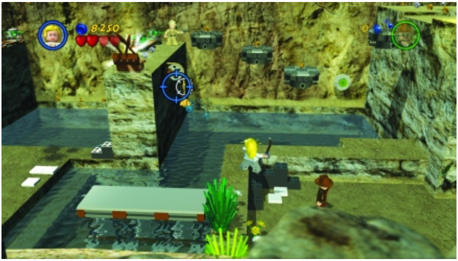
At the start, switch to Elsa and jump onto the stone platform behind her. Go after the guard with the pistol. Once you have defeated him, turn the red wheel to raise a platform out in the water.



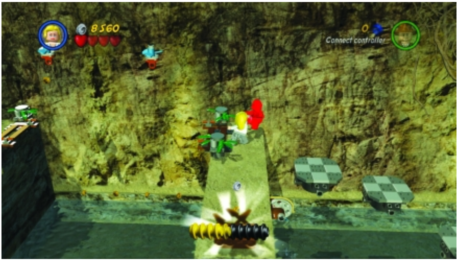
Now move Indy across the platform to the right and defeat the guards on that side. Smash things for studs, and use the whip to pull on the orange handle on the back wall to open the gate to your right.



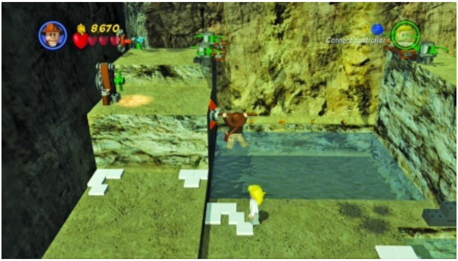
Defeat more guards, and then use Elsa to jump up and pull the handle. This activates an elevator out in the water and dumps a stone out of the way. Swim across to the elevator and ride it to the top. Pick up a sword from the chest, and swim back across the water.



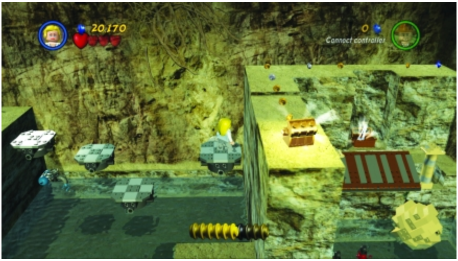
Throw the sword at the rope to lower a series of three checkered platforms along the back wall.



Use Elsa to jump across to the platforms, and follow them up to the ledge on the left to defeat a guard. Once you've taken care of him, pick up a spear and throw it at the hole in the wall to the left of your current position.

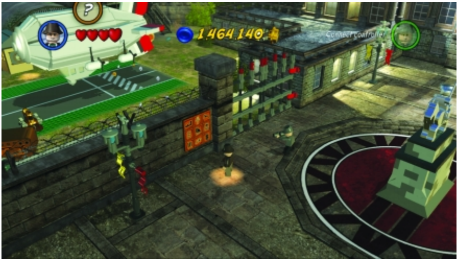


Send Indy to the left. You can find a purple stud in the pool of water on the left. Now Indy can use the spear to climb up to the top of the platform along the level's far left side. Once there, use the whip to pull on the orange handle to lower another checkered platform in the middle.

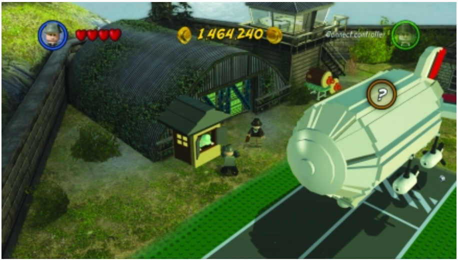


Switch back to Elsa and jump up to the checkered platform on the right. From there, jump up to the ledge where the artifact is located. Pick up some studs and grab the artifact to complete the level.

Berlin Airport



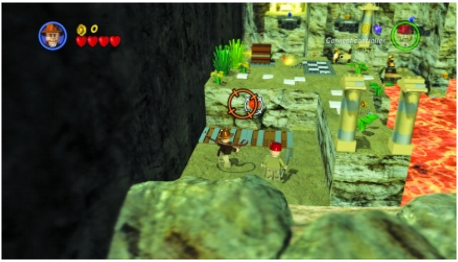
This bonus level is in Berlin. Take either Henry Jones or Brody to Berlin, and use them to unlock the hieroglyphic to open the gate.



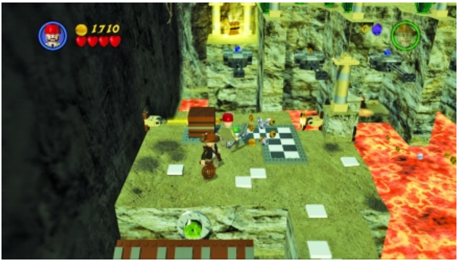
You now need a character in a uniform such as the Bazooka Trooper or Enemy Guard. Send this character to the guard post near the hangar at the airport in order to open the hangar door. Enter the hangar to begin this bonus level.

Bonus level characters: Indiana Jones, Sallah

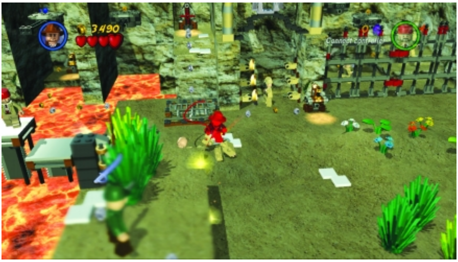
True Adventurer stud requirement: 30,000



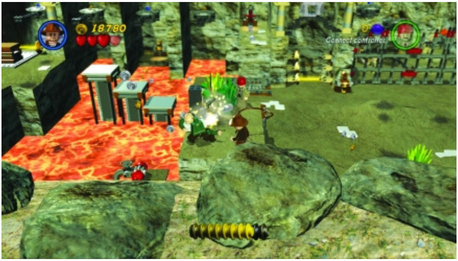
Start off by pulling on the orange handle with the whip to raise a ramp so you can get onto the higher platform.



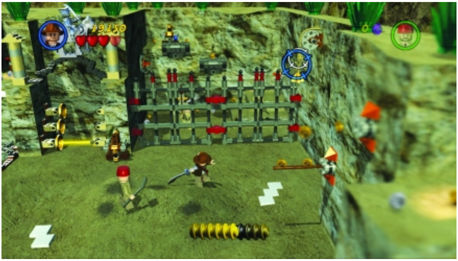
Use Sallah to dig up and repair the checkered tiles, and then push the crate along the tiles so the light beam will hit the reflector and raise three platforms out in the lava to the right.



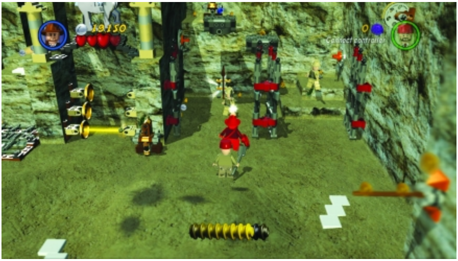
Switch to Indy and jump across the platforms to reach the left side, where you must defeat a number of enemy guards. Pull the handle at the back of the level to activate a light beam.



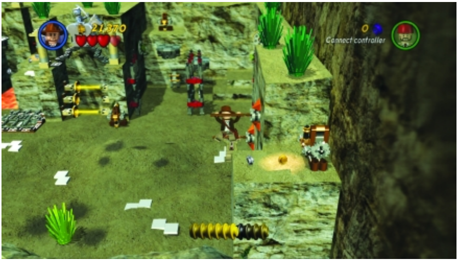
Use Sallah to dig up a ladder along this area's left side so Indy can climb it and defeat the guard in the green uniform. Pick up his sword and a nearby spear.



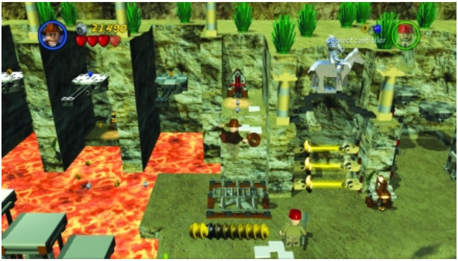
Throw the spear at one of the holes in the right wall, and throw the sword at the rope to open two gates at the rear of this area.



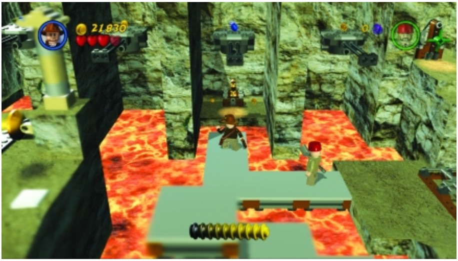
Defeat the two guards inside, and pull on the handle by using the whip to lower a checkered platform. Jump onto the platform and then a second to reach a lever along the back wall. Pull it to activate another light beam.



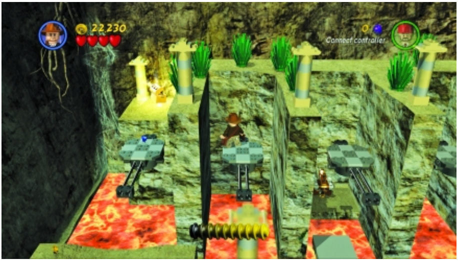
Pick up a spear on the back wall and throw it into the second hole in the right wall. Use these spears to climb up to the lever in the front right. Pull it to activate the third light beam, which turns on a fan near the beams.



Head over to the fan and jump over it. You will be blown up to a higher ledge, where you must turn a red wheel to raise a long platform out of the lava.

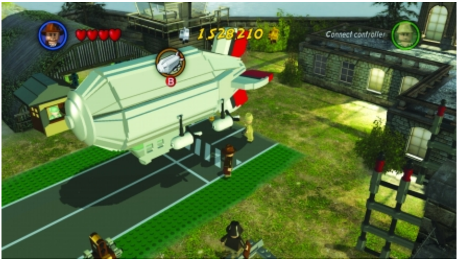


Walk along this platform, and pull another lever along the back wall to start moving some checkered platforms above you.

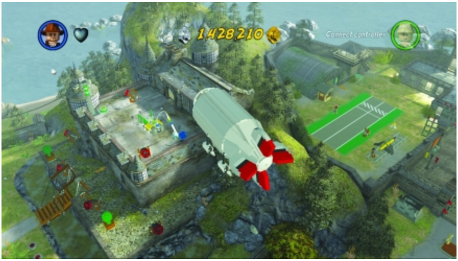


Now head back to the fan and get up to the high ledge. Jump from one checkered platform to the next, timing your jumps as they move. Get the artifact on the level's left side to complete the level.

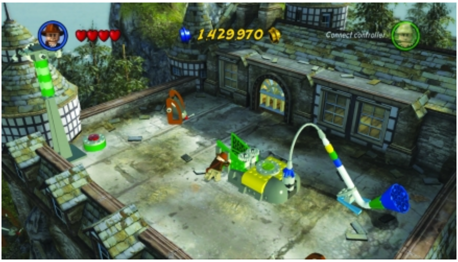
Castle Cave



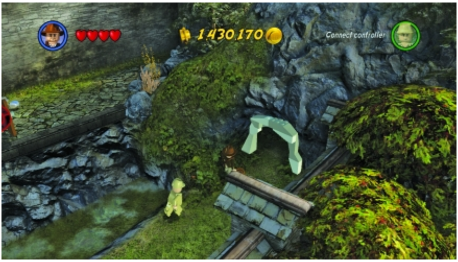
This bonus level requires a bit more involvement just to reach it. Start off by going to the Berlin Airport and buying the Zeppelin for 100,000 studs.



Fly the Zeppelin toward Castle Brunwald. While directly over the castle, jump out and parachute down to the castle's roof.

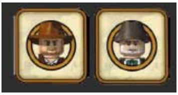


While there are several things you can do on the roof, the main one is pushing the bellows together to build up air pressure. Then jump onto the red pressure switch to sound the alpine horn and cause an avalanche.

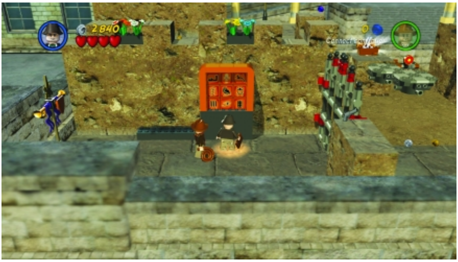


Jump down from the roof and head into this cave to the east of the castle to start the level.

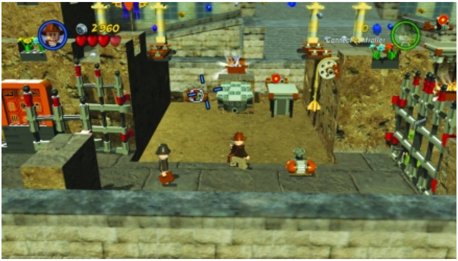
Bonus level characters: Indiana Jones, Henry Jones



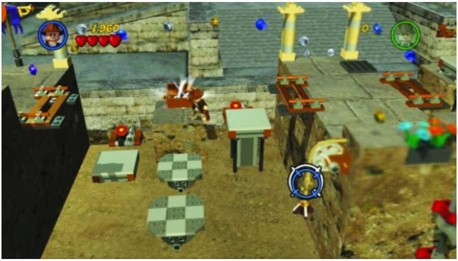
True Adventurer stud requirement: 27,000



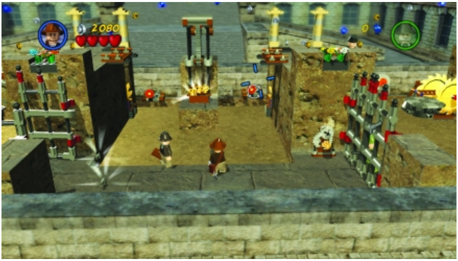
Immediately use Henry Jones to do the hieroglyphic sequence and open the gate to the right.



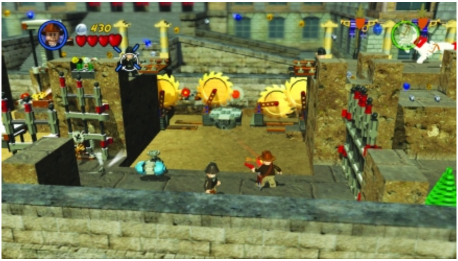
Quickly move through the gate to attack the guard on the other side. Take his pistol and use it to shoot the targets along the back wall of this level—timing your shots to avoid the rising platforms.



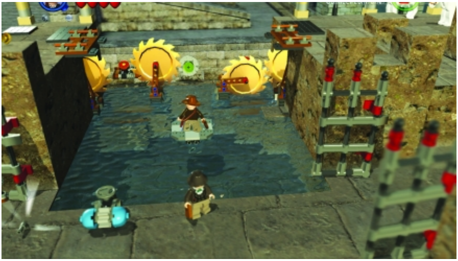
Hitting both targets will raise two checkered platforms. Jump across them to reach the chest of swords. Grab one and throw it at the rope to open the next gate to the right. Head back to the walkway and continue to the right.



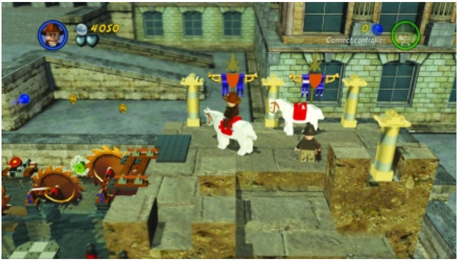
Defeat another guard and pick up his machine gun. Shoot at three more targets while timing your shots to avoid hitting the moving saw blades or the elevator platform at the rear. When a platform rises, jump across to it and then to the chest to pick up a key. Head back to the walkway and insert the key. Turn it to open the next gate to the right.



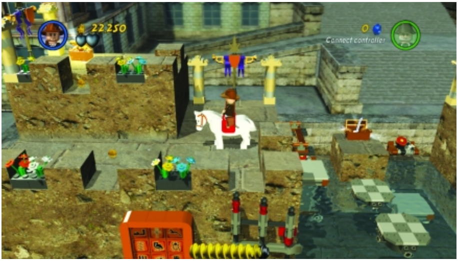
In this next area, you must first shoot the two guards in black uniforms up on the ledges or they will shoot at you. Then shoot at the two targets at the back. There are several saw blades blocking your shots, so you must precisely time your shots. Try shooting at a target just as a saw blade is moving away but still covering the target. By the time your bullet gets there, that saw blade will be out of the way and the other saw blade will not have moved in yet to block your shot.



After hitting the targets, water will fill this area and a checkered platform will rise. Jump over to the platform, and use your whip to pull on the orange handle on the back wall, timing it just right to avoid the saw blades again. This opens the last gate.

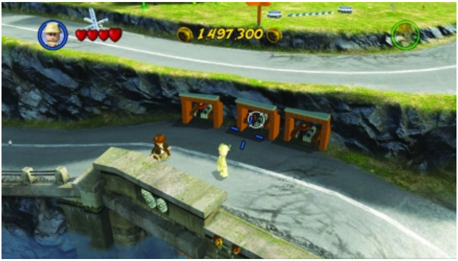


Pick up the studs in this far right area, and jump to the top of the platform, where a couple of horses await you. Mount one and ride it to the left, jumping over the gaps to the next ledge until you have made it across to the left side.

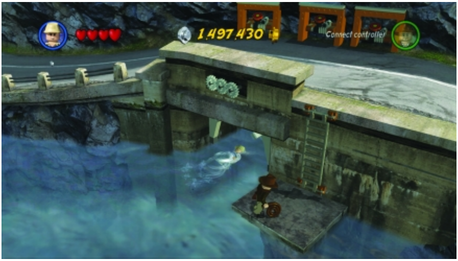


Continue all the way to the left. From the horse's back, jump onto the highest platform, where the artifact is located. Grab it to complete this level.

Venice Tunnel



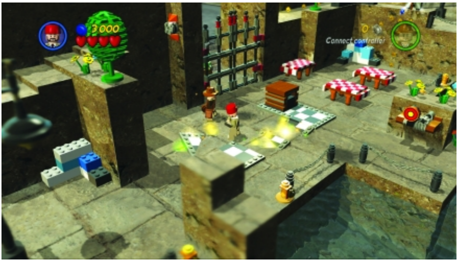
You will need a character with a gun such as the Enemy Guard to get into this level. Follow the main highway south of the castle to the east until you come across these three targets. Shoot the raised target and then the other two as they lift to open a gate down in the water.



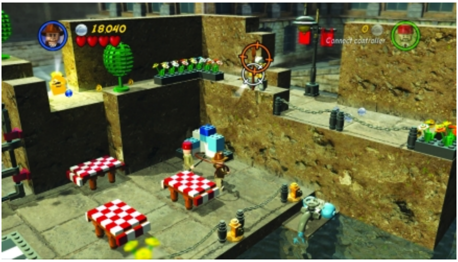
Swim through the gate to enter this bonus level.

Bonus level characters: Indiana Jones, Sallah

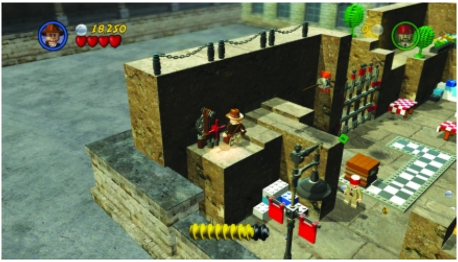
True Adventurer stud requirement: 23,000



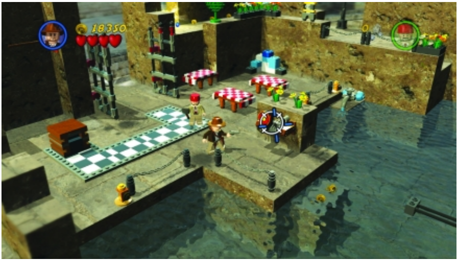
Begin by checking the close left corner for a purple stud. Use Sallah's shovel to dig up and repair the checkered tiles so you can slide the crate to the opposite end.



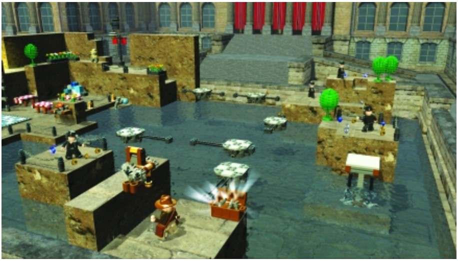
Use Indy's whip to grab on to the spear up on the high ledge. Throw the spear into a hole in the wall near where you started the level.



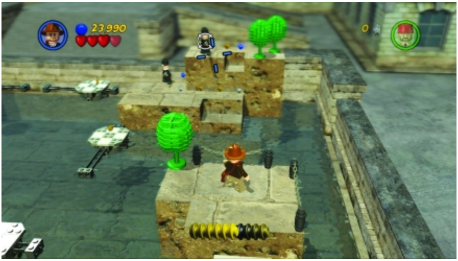
Climb onto the crate and jump up to the spear. Next, jump again to get onto the platform with a red wheel. Turn the wheel to open some gates on the area's left side.



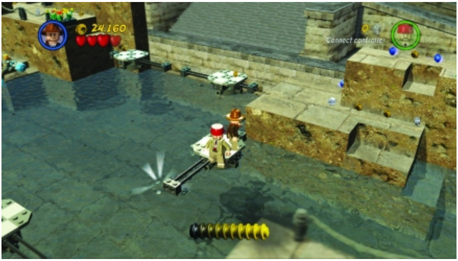
Jump down and head through the gates to attack a guard. Take his pistol and fire it at the target next to the water. This activates some moving checkered platforms out over the water.



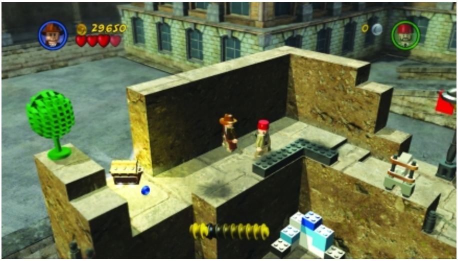
Jump across the platforms to reach this stone ledge with a crate and a lever. Shoot the guard on the ledge to your left, and pull the lever to activate an elevator in the water on the right side.



Shoot the guard on the right side while near the elevator platform. Then swim to the elevator and ride it to the top of the stone ledge. From here, you can shoot two more guards in the level's far right corner.

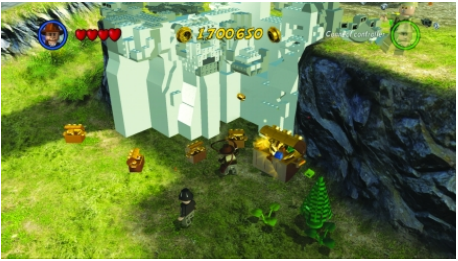


Jump onto the checkered platforms to reach the far left corner; then use two more of these platforms to cross over to the level's left side.

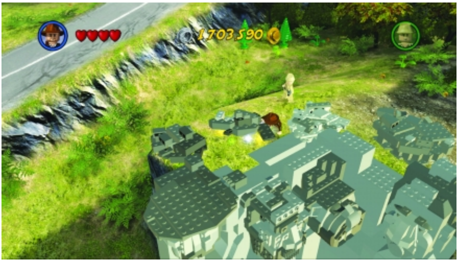


Follow the left ledge around to grab the artifact and complete the level.

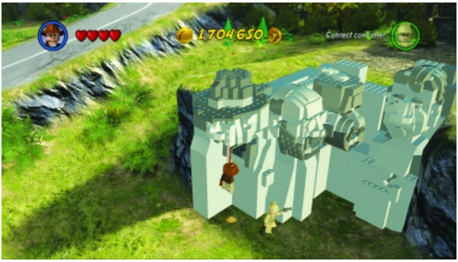
Super Bonus Level: Lionheart



Once you have completed all five Treasure mode levels and all the bonus levels, head to this spot, located south of Berlin. Start breaking open chests.



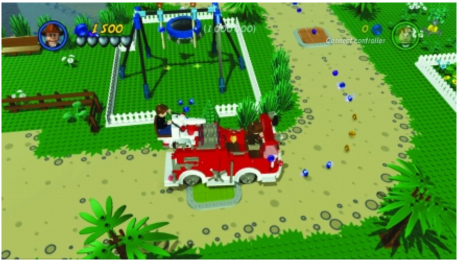
Assemble the pieces into a model of Mount Rushmore.



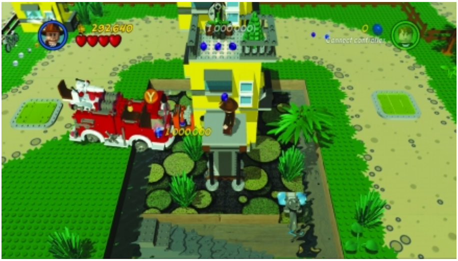
Finally, jump up and grab on to the rope. Pull yourself up into the model, and then get blasted into the sky to the super bonus level.

Super bonus level characters : Indiana Jones, Mutt

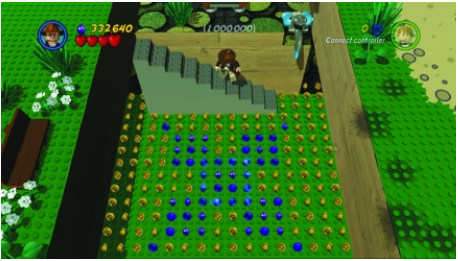
True Adventurer stud requirement: 1,000,000



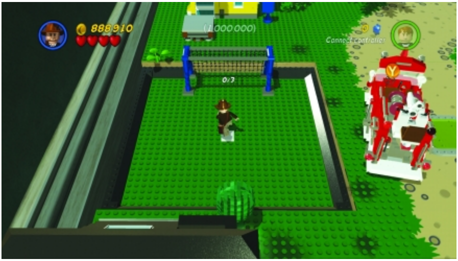
This level places you in a town filled with studs. Hop into the fire truck and drive along the road, running over all of the large pressure plates in the town.



After you run over all of them, ride this elevator, which has been activated, to the top of this house in the town's center. Turn the green wheel to drain the pool below.



Head down into the pool to pick up lots of studs.



Also try kicking the ball into the soccer goal three times to activate another elevator in the far left corner to get several purple studs.

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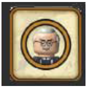
Pick up a shovel next to a small house, and dig up several chests for even more studs. Keep going around the town breaking items and crashing into things until you have 1,000,000 studs to complete the level.

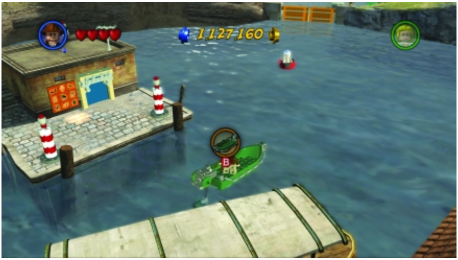
Events

Complete the various events to unlock characters and vehicles, as well as other surprises.

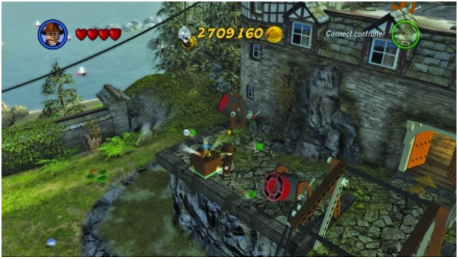
Speedboat Race

Reward: Unlock Librarian

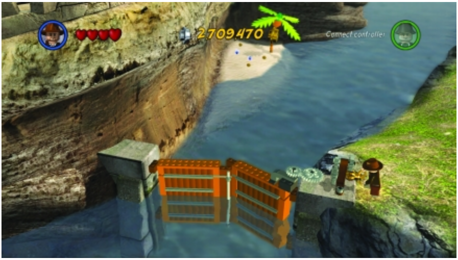




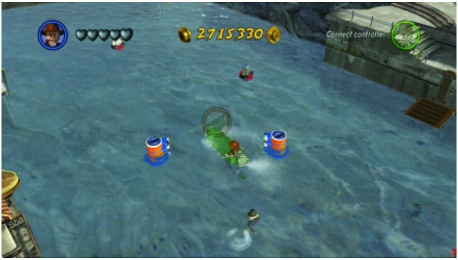
You will need a speedboat to compete in this race. You can purchase the Green Speedboat near the Venice Library for 25,000 studs.



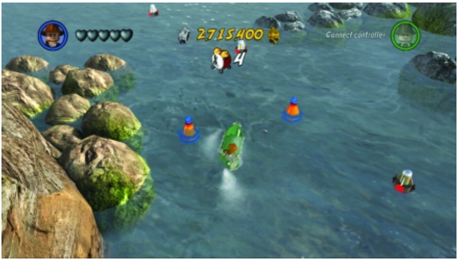
However, before you can race, you need to open the lock gates so the boat can get out of the canals and into the open sea. Break the tree in this planter near the entrance to the castle.



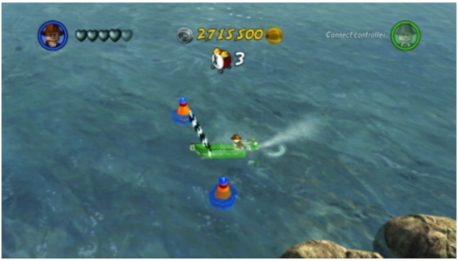
Use the key on the mechanism by the gates to open them.



Head through the starting gate and then through the lock gates to reach the sea.



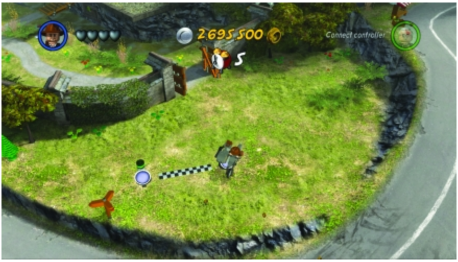
Maneuver around the rocks, and then turn east to pass through the next gates. Watch out for the silver mines. If you hit them, they will explode and damage your boat.



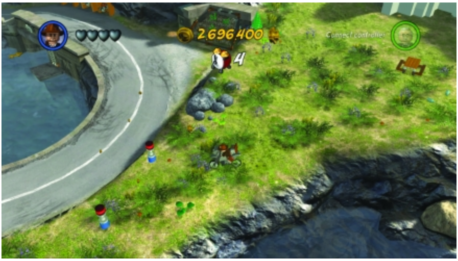
As you round the northwestern tip of the island, start heading southwest to reach the finish line and unlock the Librarian. You can find him near the library in Venice and can purchase him for 20,000 studs.

Motorbike Race

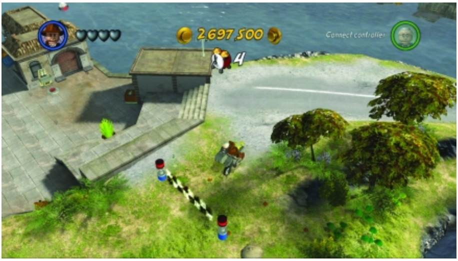
Reward: Unlock Army Jeep



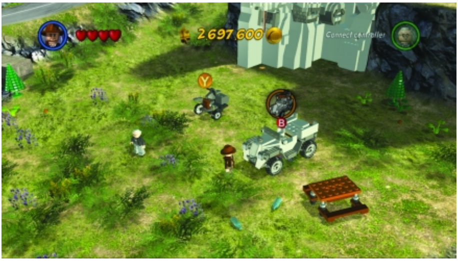
Since the Bike'n'Side is unlocked during the Story mode, hop on it and head out the castle's eastern gate to race through the starting gate.



Cross the road and drive southwest through the grass to get back onto the road.



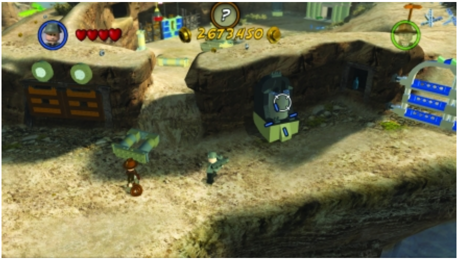
Follow the road to Venice, and make a quick turn to cross the finish line.



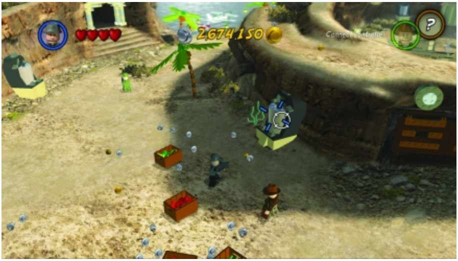
The Army Jeep is unlocked; you can buy it for 30,000 studs.

Statue Destruction

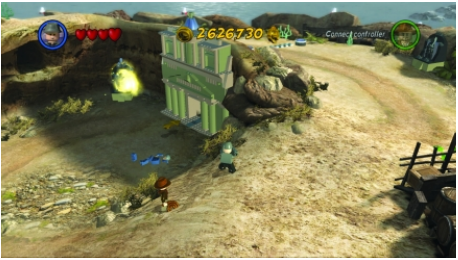
Reward: Unlock Colonel Vogel



You need the Bazooka Trooper for this. Shoot this statue in the southeastern corner of Africa to start the event.



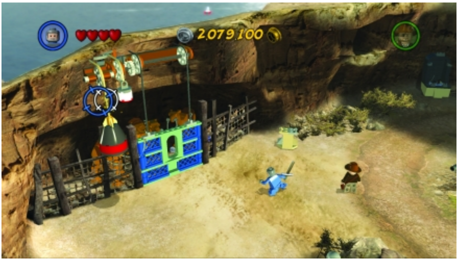
Quickly head west and shoot two more of these statues. The bazooka has a long range, so you can stay in one spot and hit both of these.



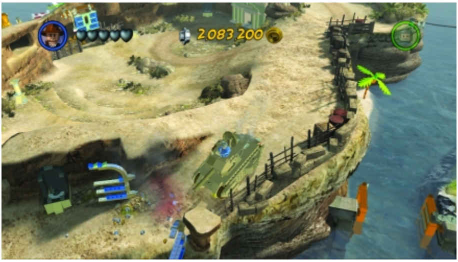
Run along the path leading behind the grail temple to destroy another statue. Next, take a long shot at the statue by the grail temple before the timer runs out. You will unlock Colonel Vogel. Head over to the western part of Africa, defeat him, and then you can buy his character for 50,000 studs.

Camel Race

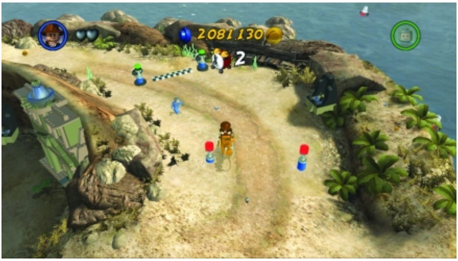
Reward: Unlock Hatay King



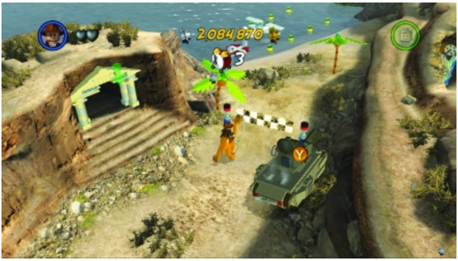
The camel corral is near the grail temple. Select the Grail Knight and throw his sword at the rope to open the gate.



Before you can start this race, you need to break open the gate. Purchase the Tank for 50,000 studs, and then drive it up to the road on the eastern edge of Africa. Follow it down to the south, breaking through some roadblocks and the gate. Now the course is clear for the race. If you don't have enough studs to buy the tank, you can run up the cliff beside the gate and jump the camel off the ledge.



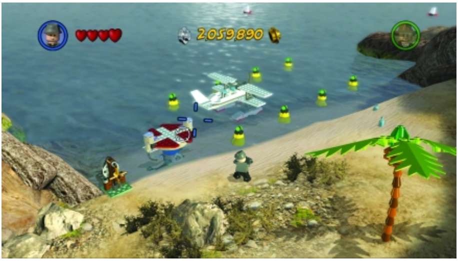
Hop on the camel and ride southeast through the starting gate behind the grail temple. Follow the road around to the south.



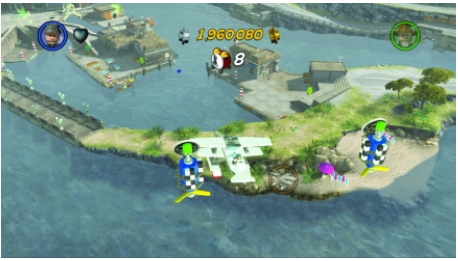
Continue following the course to the west, and then head north to reach the finish line. You unlock the Hatay King. Head back to the camel corral to purchase him for 25,000 studs.

Plane Race

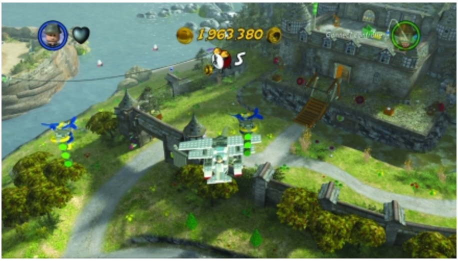
Reward: Unlock Enemy Pilot



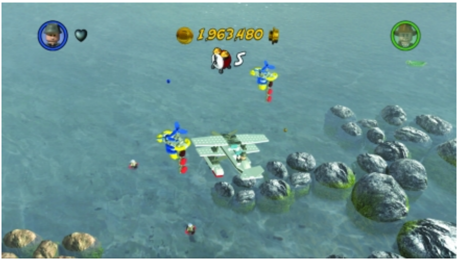
Bring the Bazooka Trooper to Africa and fire at the silver locks several times to sink the red and white platform. Next, turn the yellow wheel to lift the Biplane out of the water. You can then purchase it for 100,000 studs.



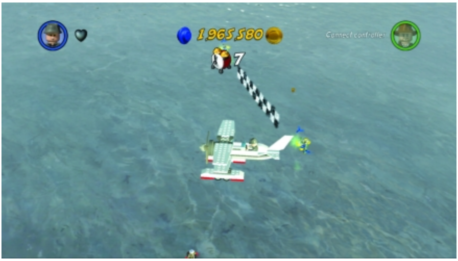
Take off and fly toward the island in the southeast corner of this play set. Then turn toward Venice and fly through the starting gate.



Follow the trail of coins through the gates as you head toward Castle Brunwald.



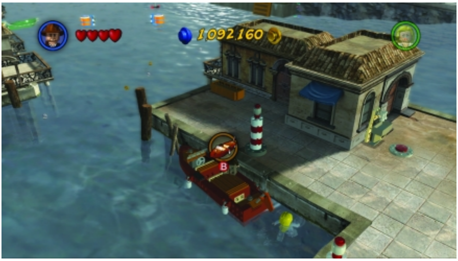
Keep flying out over the sea and prepare to turn left.



The gates now lead you toward the west, where the finish line is located. Complete the race before time runs out, and then head back to Berlin to purchase the Enemy Pilot for 20,000 studs.

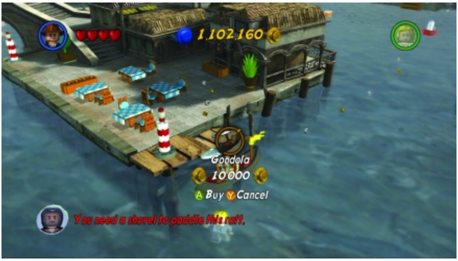
Other Unlockable Vehicles and Characters

Venice Speedboat



The Venice Speedboat is located at the dock on the eastern end of Venice. You can purchase it for 25,000 studs. Be careful when using it around the mines, since it can't take more than two hits before it sinks.

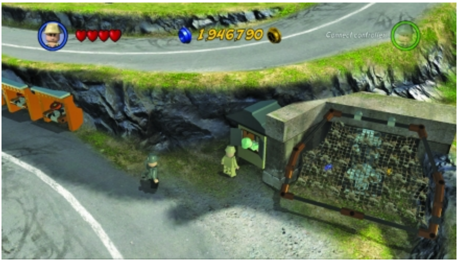
Gondola



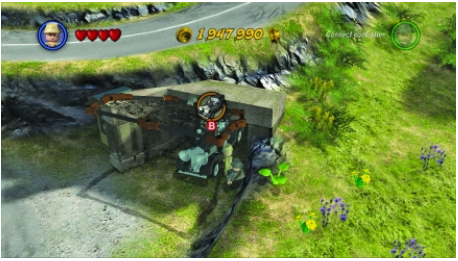
You need a shovel to paddle this raft.

The Gondola is located in the center of Venice and sells for 10,000 studs. You need a shovel to paddle this boat, so only Sallah can make this boat go.

Staff Car

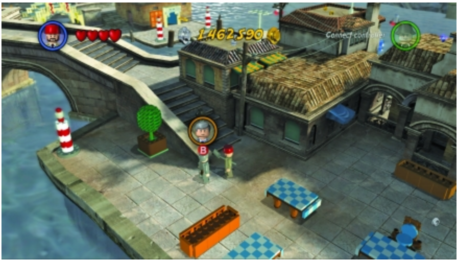


This vehicle is hidden behind camouflage netting next to the roads in the east. Bring a character in uniform, such as the Enemy Guard, to the guard post to have security raise the net.



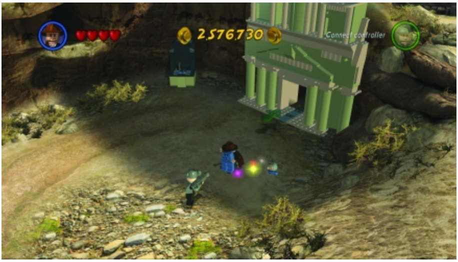
Once the net is raised, you can purchase the Staff Car for 40,000 studs.

Marcus Brody



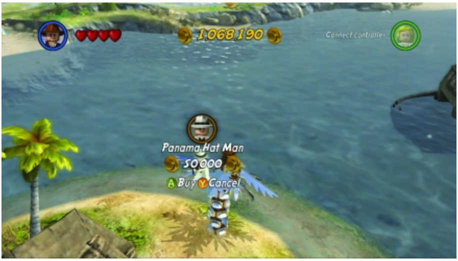
After completing the Venice Library bonus level, you can find Brody walking around Venice. Buy him for 25,000 studs.

Donovan



This character is located near the grail temple—in pieces. Assemble the pieces back together and then defeat Donovan so you can buy him for 500,000 studs.

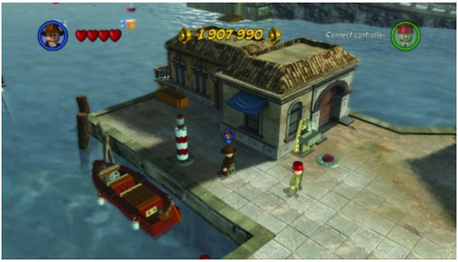
Panama Hat Man



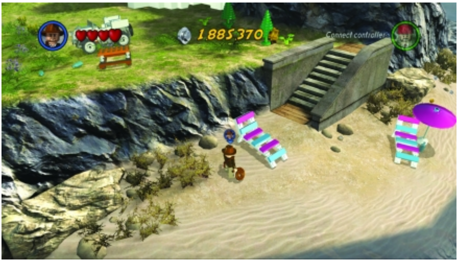
After the SS Coronado sinks, you can find the Panama Hat Man on the nearby island. Defeat him and then purchase him for 50,000 studs.

The Colored Bricks

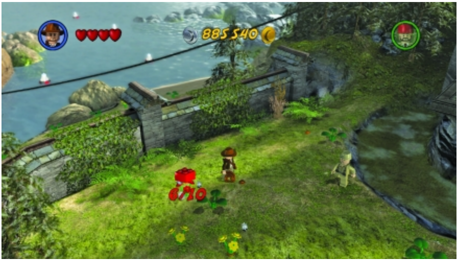
Find all the colored bricks to unlock extras.



The green bricks are hidden inside these red and white poles throughout Venice. Get all ten to unlock the Beep Beep extra, which you can purchase for 25,000 studs.

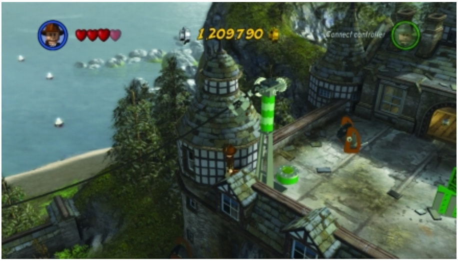


Break up these lounge chairs to find blue bricks. All of these chairs are scattered on beaches throughout the play set. Get all ten and then you can buy the Invincibility extra for 1,000,000 studs.

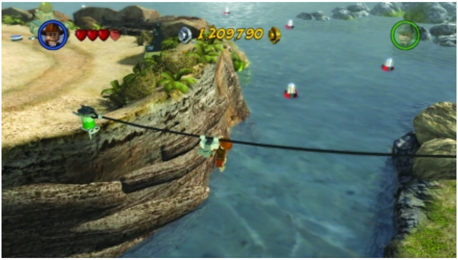


Step on the little brown seeds in the areas around the castle, south of Berlin, and to the east of Venice. As you do, flowers will pop up. Some of these seeds sprout red flowers—and a red brick! Get all ten so you can buy the Score x8 extra for 6,000,000 studs. You may have to come back for that one.

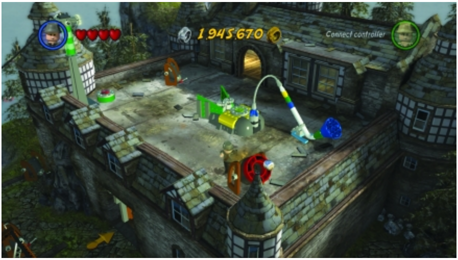
Fun Stuff



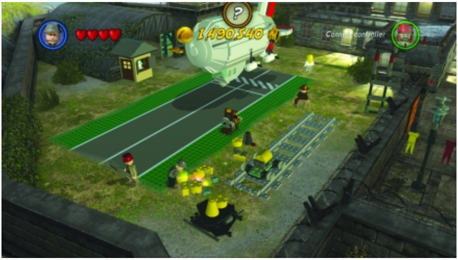
There are also some fun things you can do in this play set. Fly over the castle and parachute down onto the roof. Then jump up to grab on to the handle.



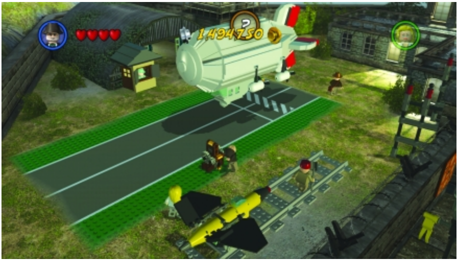
The zip line will quickly take you to Africa.



There are several cannons on and around the castle. Find silver cannonballs and place them inside the cannons. Then get behind the cannons and attack them to make them fire. The cannons will blow themselves up in the process of firing.



At the Berlin Airport, break up some crates and assemble the pieces.



You will create a mini-rocket plane. Pull the nearby lever to try launching it.